DONKEY KONG® 64

Jason R. Rich

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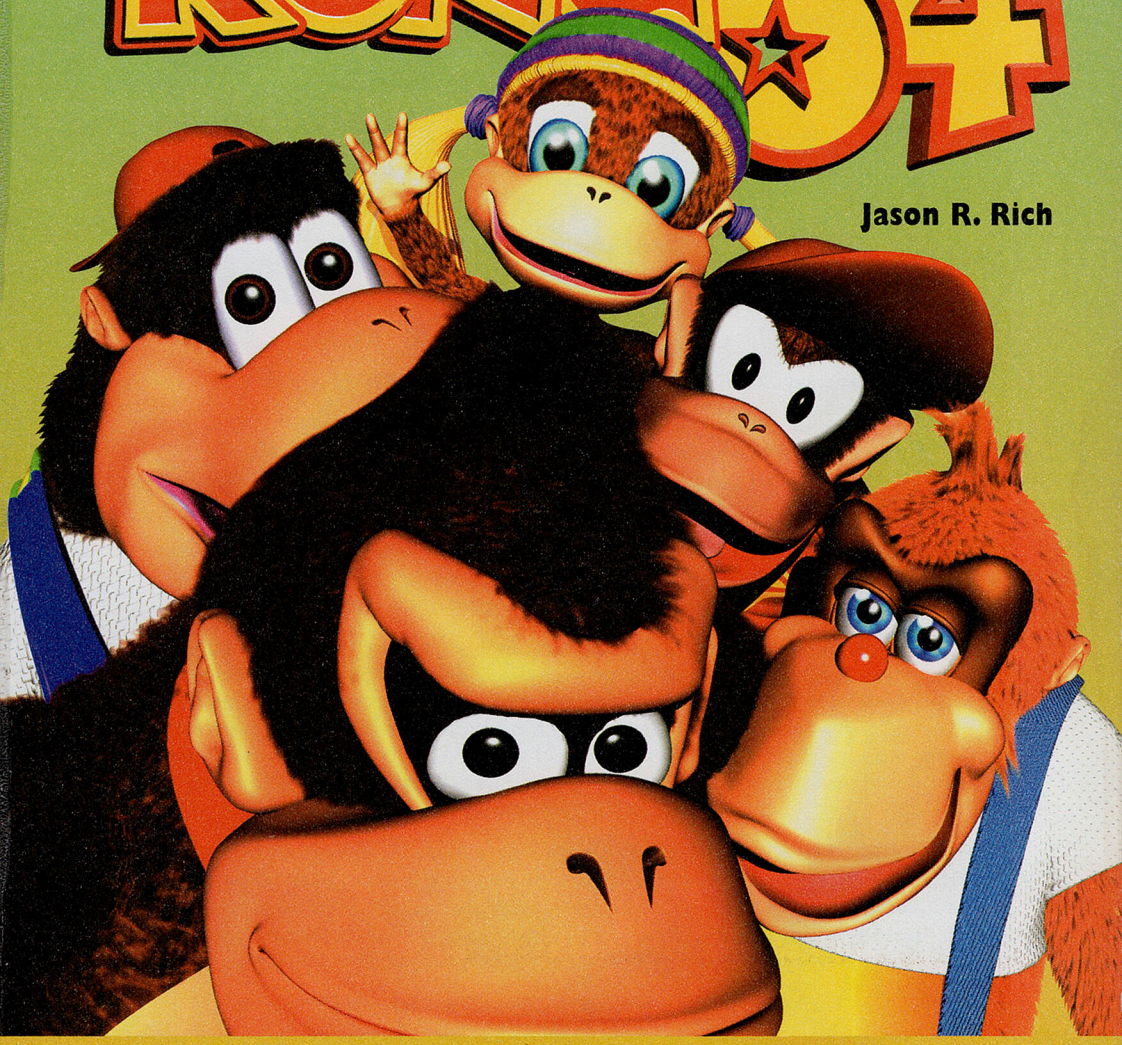
DONKEY KONG® 64



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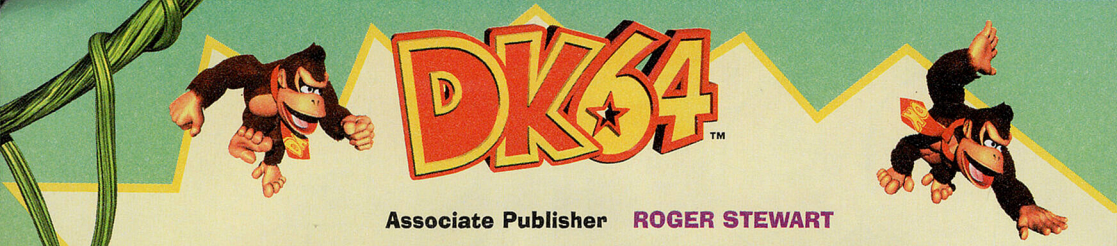

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Finally, thanks to you, the reader. It is my greatest wish that you find reading Donkey Kong 64: Pathways to Adventure as exciting as playing the Nintendo 64 game itself.

To learn more about my other books, or to let me know what you think about this one, please visit my Web site at http://www.jasonrich.com or drop me an e-mail at jr7777@aol.com.

— Jason R. Rich

DK64™

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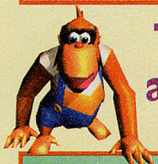

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Introduction

Do you like eating bananas? (They taste great in breakfast cereal.) Did you know they're good for you and high in potassium? Well, Donkey Kong loves bananas. They're his all-time favorite food! Donkey Kong eats bananas for breakfast, lunch, and dinner, and he collects them, too. He collects a special type of bananas, called golden bananas, which you can't get at the supermarket. You'll only find these golden bananas in Donkey Kong 64.

Donkey Kong, known as DK to his friends and family, has collected a stash of golden bananas that he keeps hidden somewhere on DK Island, near where he lives. He has thousands upon thousands of these golden bananas. They're his most prized possession.

One awful day, DK's archenemy, the evil King K. Rool, came out of hiding and stole the entire golden banana hoard! At the same time, the king's followers kidnapped DK's best friends—Diddy Kong, Tiny Kong, Lanky Kong, and Chunky Kong. If DK, the leader of the Kongs, wants to see his friends and golden bananas ever again, he'll need to take action fast!

That's the story behind DK64, Nintendo's newest and most exciting Donkey Kong adventure ever! As you read Donkey Kong 64: Pathways to Adventure, you'll learn about all the exotic places visited by Donkey Kong and his friends in the DK64 video game. The book also tells you some valuable secrets for actually beating the game when you play. Everything that happens in this story also happens in the game.

Donkey Kong is one of Nintendo's most famous characters ever. He began in the early 1980s, in an arcade game called Donkey Kong. This early game was very different from the DK64 video game. In fact, video game technology has come a very long way since then. The first Donkey Kong game was created long before the Nintendo 64, the Super NES, and even before the old 8-bit Nintendo Entertainment System.

In the original Donkey Kong arcade game, DK was the enemy! He kidnapped a princess, who had to be rescued by another character, Mario. (Mario is famous from the Super Mario Brothers video games.)

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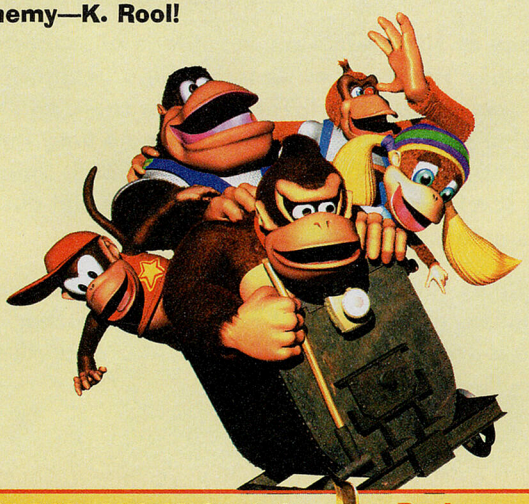
While playing DK64, you'll quickly discover that this game is awesome, an amazingly big game! You'll spend many, many, many hours exploring each of the game's eight sensational worlds. As you travel, you'll switch between playing as one of the five Kongs in the DK crew as you work to achieve each of your objectives.

Following the story told in DK64: Pathways to Adventure will help you navigate through this game, but when you actually play the game, the characters can go anywhere and explore freely in the spectacular three-dimensional environment. So there's really no "right" or "wrong" path to take. You can always choose to follow a different path, take your quests in a different order, or do things a little differently to have fun in your own way. This style of game playing is called "nonlinear."

There are many ways to beat the game, and DK64: Pathways to Adventure walks you through just one possible path for taking the Kongs toward their objectives. When you actually play, you can make your own choices and play whatever actions you want.

Each book in the Pathways to Adventure series tells the exciting story behind a popular video game. The other books in this series include Pokémon: Pathways to Adventure, Pokémon Snap: Pathways to Adventure, and The Legend of Zelda: The Ocarina of Time–Pathways to Adventure. To learn more about these other Pathways to Adventure stories, or to let us know what you think about this book, point your Web browser to http://www.jasonrich.com or http://www. sybexgames.com.

Now, get ready. Prepare yourself for the thrilling journey to DK Island, where Donkey Kong is once again about to face his most feared enemy—K. Rool!



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CHAPTER 1

The Kongs Are Kidnapped!

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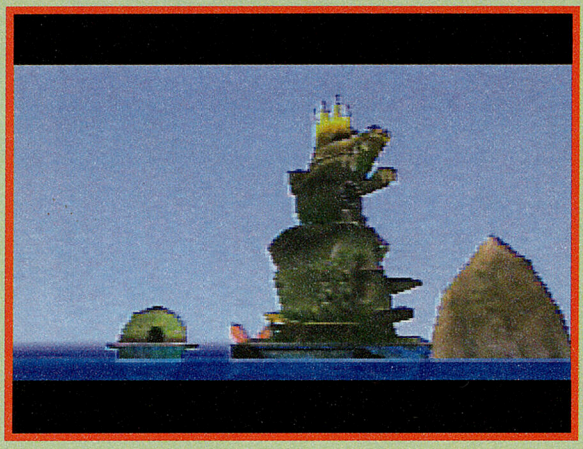
The ocean was rough, and the wind was blowing hard. The massive ship rocked violently as waves crashed across the bow. Inside, King K. Rool sat upon his throne. His eyes gleaming, K. Rool was plotting the demise of Donkey Kong and his simian friends.

It has been his plan all along to conquer and destroy DK Island, yet each of his attempts so far have failed miserably, thanks to the heroic efforts of Donkey Kong and his pals. Now, as K. Rool's ship sailed closer to DK island, he was excited about his latest diabolical plan—it was about to begin!

"I've waited a long time for this moment!" cried the evil captain. "Soon, Donkey Kong and his pretty little island will be no more!"



King K. Rool's huge ship approaches DK Island.

Stroking the head of his pet Klaptrap, an alligator like creature, K. Rool smiled as he thought of his plan. He began to describe it to his team of guards and minions, made up mostly of Kremlings.

"Guards!" he shouted. Three of the king's followers came running toward their leader. "I want you to do everything within your power," commanded K. Rool, "to keep Donkey Kong distracted. Steal the hoard of golden bananas he treasures so much, and take care of his pathetic friends. This time there can be no mistakes!"

K. Rool describes his wicked plan to his minions.

But even before King K. Rool completed shouting his orders, his henchmen proudly announced, "Your Excellency, we have already taken care of business!"

They had already captured Diddy Kong, Tiny Kong, Lanky Kong, and Chunky Kong and locked them away in jail cells. These Kongs were Donkey Kong's closest friends and allies, but right now, they were in serious trouble.

So, who are these prisoners? Who's who in the unique group of Kongs that hang out with Donkey Kong (known to his friends as "DK")? Well, Diddy Kong is DK's young nephew. He totally idolizes his uncle and is always trying to imitate him.

Tiny Kong is petite, cute, and feisty, with two long, golden ponytails. Tiny got her name because of her uncanny ability to shrink way down in size.

Lanky Kong is an orangutan, with two really l-o-n-g arms. He's DK's distant cousin. Out of the five Kongs in DK's crew, Lanky is the jokester in the bunch.

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Finally, there's Chunky—when it comes to strength and size, Chunky is definitely the winner. He's the largest Kong in the group. Nothing makes Chunky happier than using his massive muscles to crush, pound, and stomp on the nasty Kremlings that K. Rool uses as his henchmen.

Meanwhile, as K. Rool was plotting the takeover of DK Island, Donkey Kong himself was enjoying a pleasant afternoon at home. He didn't know yet that his friends were in terrible danger and that his hoard of precious golden bananas had been stolen. From within his comfy tree house on the island, DK's boom box was playing some great tunes as he did his daily workout. Unfortunately, his day was about to take a turn for the worse.

Donkey Kong is hanging out in his tree house, building up his big furry muscles.

Suddenly, DK's friend Squawk came flying into the tree house with an urgent warning. "DK, DK, come quickly! They're all gone! I can't find them anywhere. Better go tell Cranky." screeched the frightened green and yellow bird. Squawk had discovered that Diddy, Tiny, Lanky, and Chunky had all been kidnapped.

Alarmed by this terrible news, DK ran out of his tree house. Squawk was screaming, "Your precious banana hoard and all of the other Kongs have vanished."

Squawk flies into the tree house and tells DK that his friends have been kidnapped.

Leaping down to the ground, DK hurried up the dirt path that led to Cranky's Lab. Stepping inside the small hut, he quickly found Professor Cranky Kong, the oldest and wisest of the Kongs. The Professor was hard at work creating new potions.

"Well, if it isn't my lazy, good-for-nothing son. Lost your golden bananas again? And where might your flea-bitten friends be? You don't know, do you? I'd have thought you would be able to smell the work of a reptile by now! Luckily for you, old Crank's batch of homemade potions will give you all the skills you need for your quest, but you're not having any until you've completed my training barrels. Now buzz off and come back when you've done them all," ordered Cranky.

DK visits Cranky Kong in his lab.

With that, DK scurried out of the small hut that housed Cranky's lab. He set off to begin his training, because he needed Cranky's help to rescue the Kong crew and find his precious golden banana hoard.

Following the dirt path once again, DK soon came across a tall tree surrounded by four floating wooden barrels. "Here are Cranky's training barrels," DK thought to himself. By jumping into each barrel, he'd have to undergo several tests of skill. He had to complete the tests in less than one minute each.

The first test required DK to dive into a pool of water, find a DK coin that had sunk to the bottom, and grab it. Next, he'd have to grab a series of oranges from the ground, one at a time, and then toss the small pieces of fruit off into the distance.

Donkey Kong completed this test quickly and moved on to the next one. The next challenge was to lift and throw a bunch of wooden barrels, causing them to smash into pieces when they hit the ground.

By completing Cranky Kong's barrel tests, DK will earn special abilities.

There was one more test. DK had to quickly climb a nearby tree and then swing along a series of vines in order to grab a DK coin that was floating in the air off in the distance. Being a fast-moving ape and smart one, too, DK managed to complete his tests rather quickly. Feeling proud, he returned to Cranky's lab to have another chat with the wise old Professor.

When Cranky noticed DK coming through the door of his hut, he said, "You took your time! Jungle Rust set in, didn't it? Here, drink this." Cranky handed DK a glass flask that contained a strange-looking liquid. It didn't smell very nice, either, but DK drank the potion anyway. Suddenly, like magic, he knew how to perform the Simian Slam maneuver, also known as Buttus Bashum.

Suddenly, like magic, he knew how to perform the Simian Slam maneuver, also known as Buttus Bashum.

"You and your missing buddies will be able to slam the ground while in the air. It should get you out of this area," explained Cranky. "Oh, one more thing. I've got a real treat for you, but only if you bring me 15 banana medals. I'll see you later if you're lucky." Fifteen banana medals! Donkey Kong once again set out from Cranky's Lab, thinking about how to accomplish this task. The problem was, in order to earn just one banana medal, he would have to collect 75 out of 100 ordinary bananas at each and every location he'd be visiting while looking for his pals—hundreds of bananas in all! There was no doubt DK was up to this challenge, but he knew he'd need some help to succeed.

Following the dirt path away from the lab, DK spotted a dark cave and went inside. Moving deeper into the cave, he soon encountered a locked gate blocking his path. There was a large green switch on the ground. Using his new Simian Slam, DK jumped onto the switch and activated it. The gate opened.

This was the exit from the cave. Looking outside, DK could see the ocean. Way out there was Squawk, flying toward land. "He's back, DK!" cried the bird. "King K. Rool's island is just over there! He must be the one who stole your bananas and kidnapped the other Kongs! I've taken a quick look around, but the only area that hasn't been blocked off is that island with a cave on it!" Looking off into the distance, DK spotted the small island that contained a cave. This would be the first destination in his search for his kidnapped buddies.

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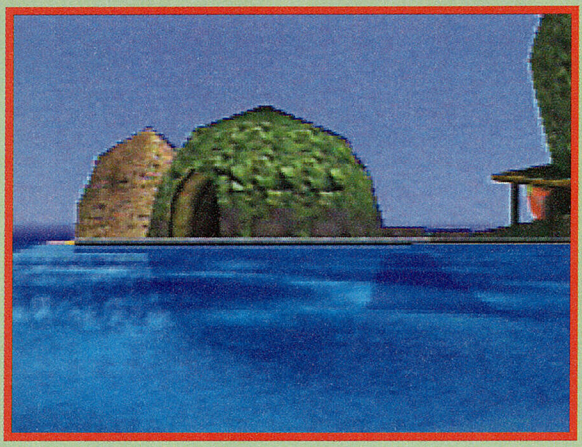
DK enters a nearby cave, but his path is blocked by a locked gate.



The nearby island with a cave is where Squawk suggests DK travel first.

Jumping into the water, DK swam to the island. He was deeply concerned about his friends. Setting them free of King K. Rool's clutches wasn't going to be easy—but he could get some help. Luckily, K. Rool hadn't captured all of DK's friends and relatives! Cranky Kong, Funky Kong, and Candy Kong were still free. That meant they'd be able to help Donkey Kong defeat the evil king once and for all.

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CHAPTER 2

DK Rescues Diddy Kong

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It was a short swim to the island and the waiting cave. Near the entrance to the cave was a Bananaport pad with the number 1 printed on it. (By standing on a Bananaport pad, any of the Kongs can transport themselves immediately to any other area they've already visited. What a cool system!) Our hero Donkey Kong knew he was going to need this Bananaport transport system often later on. But right now, it was important to check out the cave in front of him.

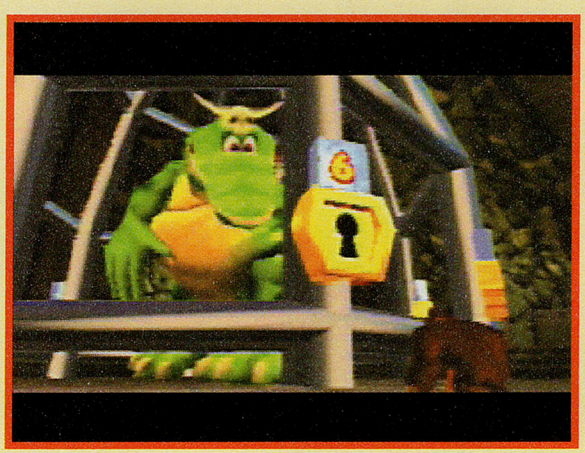
After opening the locked gate, DK notices the Bananaport system that will take him to other locations instantly.

As soon as he entered the dark cave, DK rolled down a short hill. It was dark, so he couldn't see the path ahead. Within seconds, he found himself standing in front of a humongous metal cage held shut with seven separate locks. Inside was a Kremling, who was many times taller than DK. He was green and had the biggest hands and feet DK had ever seen!

As DK approached the massive cage, he noticed the creature was crying. "Boo, hoo. Oh, hi. My name is K. Lumsy," said the creature. "I've been locked in here because I wouldn't smash up some little island. How could I smash up such a lovely little island full of cute monkeys? I said no. K. Rool says I'm too soft to be a Kremling and I'm to stay in here until I've toughened up. I'll do anything to be free again. Perhaps you could help poor old K. Lumsy escape? I'll be your bestest friend!"

Because he was such a compassionate ape, DK felt sorry for the Kremling and agreed to help him. Freeing K. Lumsy wouldn't be easy, though. Crafty King K. Rool had given the keys to each

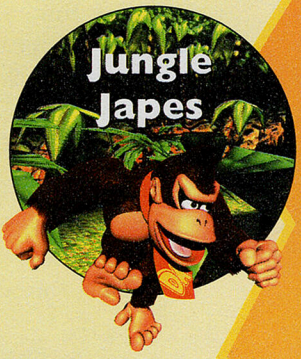
padlock to his most fearsome soldiers. DK would have to get them back, one at a time. Yet another task to accomplish!



K. Lumsy wants DK to let him out of his cage.

"If you manage to get hold of any keys, please bring them here to open my locks," said the Kremling. He had jumped up and down with happiness when he found out DK would help him.

DK left the cave and stepped on the Bananaport pad near the entrance. He was immediately transported home to DK Island. Just nearby was another cave, with a golden banana near the entrance! DK grabbed it.



Stepping into the cave, DK found himself in a large room with several doors. One of the doors was marked with huge red and yellow letters: "DK." This was a DK portal, used for transporting to new areas. Knowing this was the right way, he stepped through the door. It led to the lush, green Jungle Japes area.

Meanwhile, inside K. Rool's ship the king was wondering what DK was up to. He knew that blasted ape would try to free his crew—it was just a matter of how and when. "Let's see how that fool Donkey Kong is progressing," he said to his minions. "He'll need more than brute strength to stop me this time!"

Our hero had spotted a dirt path heading into the jungle greenery. At his feet was another Bananaport pad marked

number 1. As he started looking around, DK's pal Squawk flew down from the sky. He said, "Gather as many bananas as you can before going through a portal. Collect 75 or more bananas and you'll earn a banana medal." Then off he flew, leaving DK alone to explore the Jungles Japes.

The entrance to Jungle Japes was hard to miss!

Our hero had a lot to do. He was searching for his kidnapped friends and stolen bananas. He was looking for all those keys to K. Lumsy's cage. He needed to get at least 15 banana medals for Cranky. And he needed to find and grab golden bananas!

Climbing the nearby tree, DK saw a series of hanging vines, with bananas in between. "I can swing along those vines and grab those bananas," he thought, and he did. At the end of the vines was a floating switch. He touched it, and a giant gate opened, revealing a new path to follow.

A short distance along this path, Donkey Kong heard something. What was that? He could hear one of his Kong crew screaming for help! DK immediately knew he was on the right track. He needed to discover how to reach his trapped friend.

"K. Rool's minions have hidden 25 golden bananas around this area," said Squawk.

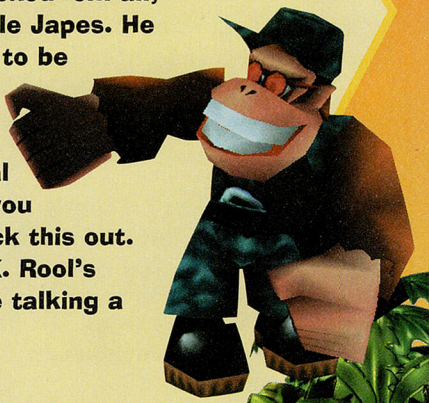
Once again, Squawk swooped down from the sky. "K. Rool's minions have hidden 25 golden bananas around this area," said Squawk. "But you'll only be able to find 5 of them without

the help of the other Kongs." Then away he flew. DK began running around gathering as many regular bananas as he could, and looking for the five golden bananas that were hidden here.

Swinging from vine to vine is one way DK can travel.

Thinking of his friend in trouble, DK climbed trees, jumped up onto cliffs, swam across small rivers, and swung on more vines. Soon he came to a small hut with a sign in front that said "Armory." Close by was another transport pad that looked a bit different from a Bananaport. Squawk flew in to tell his comrade what it was: This pad would transport DK to K. Rool's Battle Arena.

Always up for a challenge, the brave ape stepped on the pad and was zipped to the Beaver Brawl. There he battled several of K. Rool's henchmen by pouncing soundly on their heads. They looked like big blue beavers! Each time DK defeated one of these brutes, he was rewarded with a piece of watermelon that helped to replenish his energy. Finally, when he'd whacked 'em all, Donkey Kong was transported back to Jungle Japes. He went into the Armory hut, which turned out to be Funky Kong's store.



"Hey!" said Funky Kong. "It's been a long time, Donkey-dude! K. Rool's return is a real bummer, so the main monkey's here to fix you up with some reptile kickin' hardware. Check this out. I've got this real cool shooter that'll trash K. Rool's army, and it's yours for just 3 coins. Are we talking a deal here?"

Funky Kong, one of the coolest Kongs around, offers DK the Coconut Shooter.

Luckily, DK had already collected three coins. He was eager to get his hands on this powerful and handy weapon that would fire coconuts at the enemy. DK handed Funky the coins and was given the Coconut Shooter. It looked like a rifle and was made out of wood. He could later replenish his ammo by collecting wooden supply crates as he explored.

Armed with the Coconut Shooter, "Donkey-dude" again set off to explore the jungle area. He swung along some more vines and then climbed a nearby tree. Then he jumped, landing in a barrel cannon that shot him high into the air. When he came to earth, he was on a cliff facing a locked cage. Inside the cage was his nephew Diddy Kong!

Looking all around, DK noticed there were switches above several other caves in the area. This would be a perfect use for the Coconut Shooter, he thought. If he could hit three of these switches, maybe Diddy's cage would unlock. After spending several minutes looking for the switches, he finally found the third one by stepping on a nearby Bananaport pad marked with the number 3. Whack! Whack! Whack! He fired his Coconut Shooter and eventually hit each of the switches. The cage holding Diddy Kong opened.

"Yippy!" cried Diddy. "Way to go DK! Now that I'm free, I can help you by collecting red bananas. I'll just go wait in the Tag Barrel until you need me."

Sure enough, DK began to notice bananas of other colors besides yellow, but he couldn't grab them. If he wanted

Diddy's help with the bananas, DK would have to find a Tag Barrel and jump into it. This would allow Diddy to roam around and grab red bananas. Until then, Diddy would wait patiently within the Tag Barrel until he was needed.

Diddy Kong can get free if DK can hit three switches.

Now Diddy Kong was free from K. Rool's clutches and ready to help rescue the rest of the kidnapped crew. By returning to Diddy's cage, DK was able to grab the second of the five golden bananas he needed to find within Jungle Japes. When he grabbed this special banana, he noticed that several of the other locked caves had opened up. These could be other hiding places, so DK continued his exploration. Along the way, he collected as many regular yellow bananas as he could. Whenever he spotted a cave entrance that was still locked, he used his Coconut Shooter to hit the switch above the locked gate.

By breaking open this crate, DK was transformed into a mighty, purple rhinoceros—capable of smashing through any obstacles in its path.

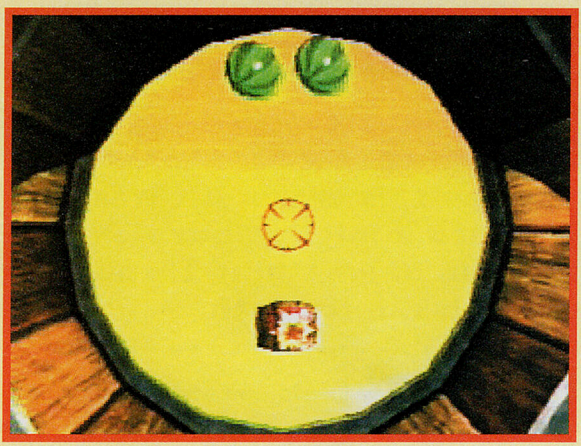
Before long he made another discovery inside one of the caves he came across. It was a wooden carton with a picture of a rhinoceros on it. By breaking open this crate, DK was transformed into a mighty, purple rhinoceros—capable of smashing through any obstacles in its path.

Becoming the purple rhino was only temporary, but it gave DK the strength he needed to break through the wall with the rhinoceros painting. This, too, opened up new areas for DK to explore within Jungle Japes. When the effect of this transformation wore off, DK returned to his normal ape self. In a hut, he found Cranky hard at work.

"I've perfected another of my potions," explained Cranky. "It's yours for just 3 coins. You won't get much farther without it, so I suggest you pay up." From his pocket, DK fished out three coins and paid Cranky.

The elder Kong handed DK a glass flask containing another brightly colored liquid. DK put the flask to his lips and drank the contents. Would it give him another technique? Yes! He instantly learned a new move called the Baboon Blast. "You can now visit the barrel blast courses. Find my pad with your ugly mug on it. I'm not letting you have another potion yet. Come back and see me later," said Cranky.

So DK left Cranky's hut and went looking for a pad on the ground with his own picture on it. When he found it, he stepped on it. Nearby, a locked ditch in the ground opened up to show him a preview. Inside was a golden banana. DK stepped on a number 4 Bananaport pad nearby and grabs the prize. Now he had three of these special bananas—Donkey Kong was very pleased with himself.

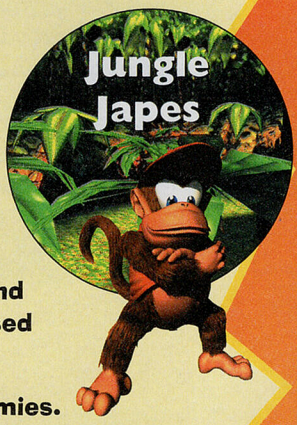


DK flies through the air, shot from a barrel cannon floating in the sky.

Away he went, exploring more of the jungle until he found a barrel cannon that shot him high into the sky. Amazing! Up in the sky were a whole bunch of moving barrel cannons. By shooting

himself from barrel to barrel, DK eventually landed on the ground. In his hand was the fourth golden banana!

Feeling a little tired from all this excitement, DK needed a rest. He decided to find the Tag Barrel where Diddy Kong was waiting to begin his own search for golden bananas in Jungle Japes.



As soon as his leader released Diddy from the Tag Barrel, he began grabbing as many red bananas as he could get his hands on. Swimming deep underwater in the nearby lake, he not only found several bunches of bananas, but three DK coins as well. With the coins in hand, Diddy swam to shore and went directly to Funky Kong's hut. Here, he purchased Peanut Popguns.

Using this gun, Diddy could shoot at the Kongs' enemies. Shooting the gun would also activate any switch that had a picture of a peanut on it. Flipping these switches would open gates, letting Diddy look into areas of Jungle Japes that his leader DK couldn't get into. Inside one of the caves, Diddy found more coins and an entrance to Cranky's Lab.

Diddy was about to learn a very powerful move: the Chimpy Charge. With this skill, the small ape would be able to run directly into objects and enemies and smash 'em with his shoulder.

Inside the lab, Cranky offered to sell Diddy one of his special potions for three coins. Diddy was about to learn a very powerful move: the Chimpy Charge. With this skill, the small ape would be able to run directly into objects and enemies and smash 'em with his shoulder.

Strengthened by the potion, Diddy left the lab to continue exploring. He soon found a pad with his picture on it. When he stepped onto this pad, a gate located elsewhere in the jungle opened up, revealing a golden banana—but where was it?

Diddy had 50 seconds to find and grab this special banana. He stepped on a nearby Bananaport marked with the number 4, swam across a river, climbed a fat vine, and ran past a hut. Ha! The golden banana was there, in a small cave near the hut.

Diddy covered some serious ground, activating switches to reveal new areas, grabbing regular bananas, and looking all around. The results were very good: He uncovered all four of the remaining golden bananas in Jungle Japes.

The second golden banana was at the very top of a round plateau that Diddy had yet to climb. On the plateau, he would find a pad that would reveal this prize located inside a cave, within the cliff.

Diddy finds his second golden banana on this plateau.

Within a nearby cave Diddy found a row of metal conveyor belts, guarded heavily by sinister-looking Kremlings. Diddy needed to defeat them by smashing into them or hitting them with his Peanut Popper. Also, by popping some of the red-banana balloons floating around overhead, Diddy managed to obtain some extra bananas, too.

Eventually, DK's nephew came across an old mine. He hopped into a mining cart and took an exciting and fast-paced ride through a series of long, dark tunnels. Look out! He had to steer clear of dynamite explosions and some other dangers too, but the brave and feisty ape was up to the adventure. Along the way, he even managed to grab over 80 special coins, although he really only needed 50 to earn the golden banana.

At the end of the ride, Squawk appeared. "Great ride, huh? You've won a banana, Diddy!" The youngster was so happy

with his reward of a third golden banana, he began doing flips and somersaults.

Aha—there was a number 1 Bananaport. Stepping on it took Diddy back to the familiar main area of DK Island, where he entered a nearby cave. There he found a gate blocking his path, and he used his new Peanut Popper to make quick work of the two switches on each side. It swung, and inside he found several coins and another golden banana.

Both DK and Diddy now had four golden bananas each, plus a healthy stash of regular bananas. This was progress!

After grabbing his fourth golden banana, young Diddy stepped through a portal. There were two of King K. Rool's guards, Troff 'n' Scoff, watching over a special door.

One of K. Rool's strongest minions is lurking behind this door.

"Howdy, Diddy!" said Troff. "We can help you progress through your quest, but there's just one problem. I want to reach the key above my head to open this door for you, but I've eaten far too much! I reckon that if you can feed my buddy Scoff over there, he might be able to overcome my slight weight problem. So, if you've got any tasty bananas, go stand on our pad and let's see what we can do."

Looking down, Diddy saw the pad—it had a picture of a banana on it. On the locked door was the number 60. When Diddy stepped onto the pad, however, nothing happened. He wasn't heavy enough! Diddy would need the help of DK to work the pad, so he jumped into the nearby Tag Barrel and released his uncle. DK wasted no time. He stood on the pad and fed Scoff 60 of his bananas.

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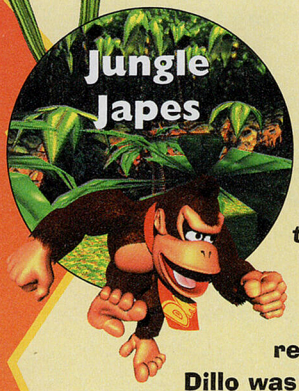


Scoff ate and ate, getting heavier and heavier, until down went the platform he was standing on—while Troff's platform rose up. Troff could reach the lock on the door now, and he turned the key. Within moments, the door magically opened.

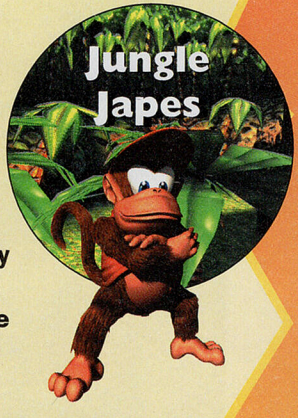
Meanwhile, a storm was brewing outside as K. Rool released one of his most dangerous followers: Army Dillo was out to defeat Donkey Kong! Fireballs were shot from the cannons on his armadillo shell—look out, DK! Army Dillo had a nasty attitude, and our simian hero had to move quickly to avoid getting burned to a crisp.

When Scoff gets heavier, Troff rises up so he can unlock the door, and DK can then pass through.

To defeat this relentless creature, DK picked up TNT barrels located in the center of the area where this battle was taking place. Aiming carefully, he tossed the exploding barrels at Army Dillo's head. Rain poured from the sky and lightning flashed overhead, as the battle raged on.

The TNT barrels eventually defeated Army Dillo, and Donkey Kong was rewarded with a golden key. He was happy to see it: It was one of the keys needed to unlock the cage that held K. Lumsy. Exhausted from the fight, DK hopped into a Tag Barrel to again release Diddy while his uncle took a brief rest.

Only DK can defeat Army Dillo, and he has to move fast to avoid getting burned.



Nephew Diddy, released from the Tag Barrel, has the newly acquired key. He located a number 1 Bananaport, which took him to K. Lumsy's cage. As soon as the key was inserted into the lock, an entrance to the island was magically revealed. Diddy returned to the Bananaport for transport to the island. When he arrived, he found another portal like his uncle had seen earlier, with "DK" in big red and yellow letters on it.

K. Rool, in the meantime, was getting annoyed about Donkey Kong. "That meddlesome monkey should be burnt to a crisp by now. Where's that armadillo?!" the king hollered. Army Dillo, his head hung low in shame, approached his leader.

"I'm sorry, master," he said. "He was too quick for me. But I'll get him next time." K. Rool responded angrily, shouting "Imbecile! I don't like failure. Do you know what happens to failures? I've waited too long for this." All Army Dillo could do was gulp. He was too scared to move or say anything.

Back on DK Island, Diddy Kong was passing through the red-and-yellow DK door to a new area: Angry Aztec.

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Diddy and Uncle DK would return to Jungle Japes later to find their final golden bananas. But now their quest was to rescue the other Kongs. They would continue searching in this mysterious, new place filled with ancient ruins, Kremlings, and dozens of other challenges.

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CHAPTER 3

Tiny and Lanky Join the Crew

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Angry Aztec was an unusual place. It was old and mostly made of stone. Diddy entered this mystical area after passing through one of the red-and-yellow "DK" portals.

Inside what looked like an ancient temple, Diddy began his exploration by using hanging vines to swing over a sand pit. Several Kremlings and some flying bee-like creatures tried to attack the small ape, but Diddy was quick and managed to avoid them.

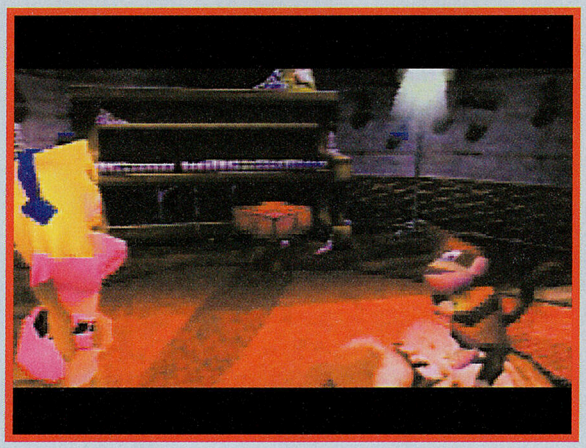
Diddy Kong begins his exploration of Angry Aztec.

Passing through the temple's indoor arena, Diddy suddenly found himself in the heart of a desert. The temperature was blistering hot. Blowing sand made it difficult to breath. After struggling against the scorching wind and sand for a few minutes, Diddy came across a small building. Relieved to escape the harsh desert, he stepped inside. It was Candy's Music Shop. Music was playing in the background.

What a lovely ape she was! Candy Kong, tall, blond, and wearing a snug pink shirt, she slowly walked over to greet Diddy. "Well, hello Diddy. You just take it easy and let Candy tell you how she's gonna make you feel real good. Why, for just a few little old coins, you can have my musical instruments and extra melons too."

Diddy gazed at Candy and happily handed her three coins. In return, she gave him the Guitar Gazump. "Its sound wave blast will deafen most Kremlings," she told him, "but will also reduce the instrument's energy. Top off its energy by finding some

headphones. You won't lose any energy if it is played when you are standing on a music pad, and all sorts of amazing things are likely to happen too! You've all got another melon too. It'll hopefully make things a little easier," explained Candy with a smile. Diddy knew those luscious melons would keep all of the Kongs' energy up as they battled against K. Rool's evil henchmen.



Diddy meets Candy Kong and gets a guitar.

Diddy didn't have much time to flirt with the charming Candy, because he knew the rest of the DK crew was waiting to be rescued. So he left her shop and made his way to a large cage within the Angry Aztec main area. By climbing a tree and swinging from vines, Diddy was able to reach the top of the cage, where he found a special music pad. Time to jam on his new guitar! The music caused a stone door to automatically open up, revealing a new area for Diddy to explore.

Inside, Diddy found Cranky's Lab. Better stop and see the Professor, he thought. "I've perfected another of my potions, Diddy," announced Cranky. "It's yours for just 5 coins. You won't get much farther without it, so I suggest you pay up."

The young ape handed over the coins and was given a glass flask. Once again, Cranky's concoction produced a new ability: When Diddy drank the liquid, he learned the Rocketbarrel Boost. The Professor explained, "I don't know whether you deserve this gem. Oh, all right. Jump into my barrel with your face on it to try out my prototype jetbarrel. Take to the air if you can, but keep an eye on your crystal coconuts, as I'm afraid it's a bit

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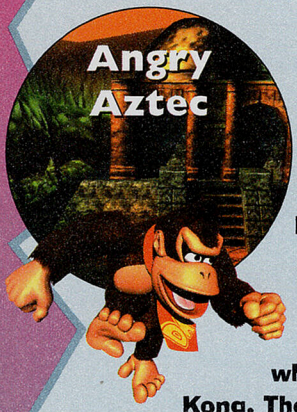
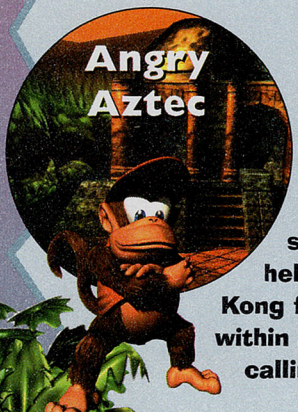
thirsty." Then Cranky showed Diddy how to maneuver the jetbarrels, which were fueled by the crystal coconuts. These jetbarrels were awesome—like having a backpack full of rockets—and they let him fly!

Just outside the lab, Diddy spotted several yellow balloons. Because they were yellow, he knew that only his Uncle DK could shoot at them to burst them open and get the goodies inside. Nearby was a Tag Barrel, so Diddy leaped in, allowing DK to come out and go to work.

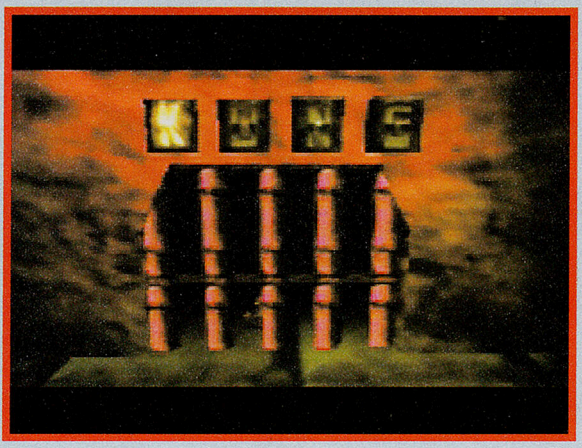


Donkey Kong aimed his trusty Coconut Shooter at the yellow balloons, hoping to get a nice surprise. P-p-p-Pop, POP! DK then joined Crusty in his lab. He too was offered a potion for a mere five coins.

Of course, remembering what'd he'd gained from the other potions, our hero paid the money and was rewarded with another glass flask. This time when he drank, he learned how to become Strong Kong. The Professor explained that by jumping into a barrel with Donkey Kong's face on it, the ape would become temporarily invincible. What a super weapon this would be against Kremlings and for getting past dangerous obstacles! How long would the invincibility last? It would depend on how many crystal coconuts DK had collected—he realized that those glittering coconuts that he'd been collecting had a very special power.



DK jumped back into the Tag Barrel to think about all that had happened, and allowed Diddy to continue looking around the Angry Aztec area. Using his Peanut Popper gun, he shot at some switches marked with a picture of a peanut, which helped him travel all over the area in search of his Kong friends. All at once he heard shouts coming from within a temple building. It was a young female Kong, calling for help at the top of her lungs!



Diddy finds Tiny Kong trapped in a cage.

Taking a closer look inside, Diddy was delighted to discover his friend Tiny Kong. She was locked in a cage. Tiny was just as pint-sized as he remembered, with long, blond ponytails flying about.

Next to Tiny was a golden banana. Standing on the ground level of the temple building, Diddy stepped on a pad with his picture on it. A bunch of platforms appeared, each higher than the other, so that Diddy could climb up toward the ceiling.

On the top platform, he fired his Peanut Popgun at a switch across the room. A bridge appeared. The young ape crossed to the opposite side and found a special star pad. If this was like all the other pads, Diddy knew he needed to do something. So he stood on the pad and played his new guitar. Back down on the ground, a frozen pool of water began to melt.

The letters on the switches were K, O, N, G. Donkey Kong's young nephew knew what that spelled!

Diddy dove into the pool. He swam underwater and discovered a maze of tunnels. Exploring them, he came upon a room containing several coins and a Diddy switch on the wall. When he rammed into the switch, several other switches with letters on them appeared on the nearby walls. The letters on the switches were K, O, N, G.

Donkey Kong's smart young nephew knew what that spelled! He figured he needed to activate one switch at a time in order

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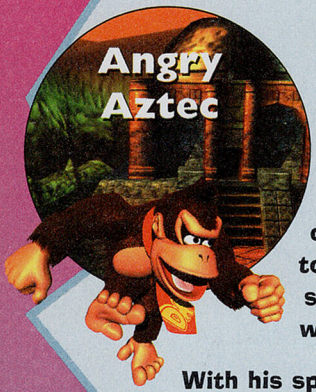
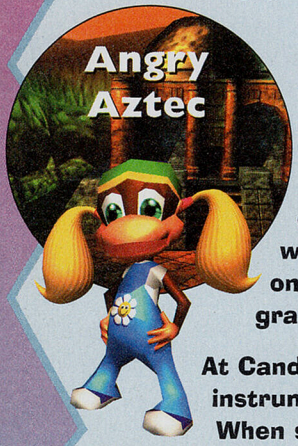
to spell the word KONG. And when he did, the cage that held Tiny Kong slowly opened, setting her free. Of course Diddy was quick to grab the golden banana that was locked in the cage with Tiny.

Returning to the entrance of the Angry Aztec area, near Cranky's lab, Diddy jumped into the Tag Barrel. His Uncle DK would now continue the quest for the golden bananas. This area contained five golden bananas for each of the Kong characters.



It was the lead ape's turn to visit Candy Kong in her music shop. DK, too, was given a musical instrument: the Bongo Blast. These tom-tom drums made good, loud bangs—they could be used to deafen Kremlings. And if DK played them while standing on a special music pad, special things would happen.

With his special gift from Candy, DK returned to a nearby Tag Barrel. It was time for Tiny Kong to begin exploring the Angry Aztec world for the first time!



Looking around her, Tiny spotted lots of floating bananas and coins. Many were purple. It turned out that these purple ones were for Tiny alone, while the yellow ones were just for DK and the red ones all for Diddy. The pretty little Kong set out to grab all the purple bananas and coins she could reach.

At Candy Kong's Music Shop, Tiny found her own musical instrument waiting for her. It was a Saxophone Slam. When she played it the Kremlings would get headaches! She could also make magic happen by playing from one of the special music pads.

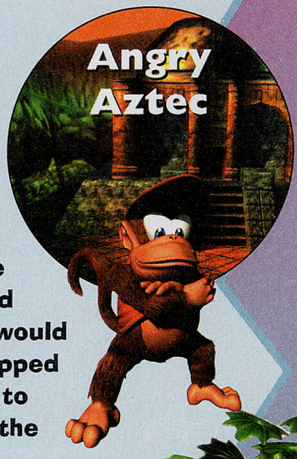
With her shiny new saxophone in hand, and long, blond ponytails flying, Tiny began exploring the Angry Aztec world until she found Cranky's lab. She had heard about his concoctions! For a few

coins, Tiny was given a potion called Mini Monkey. It gave her an amazing power: She could shrink her entire body. This would come in really handy when Tiny needed to fit into small places.

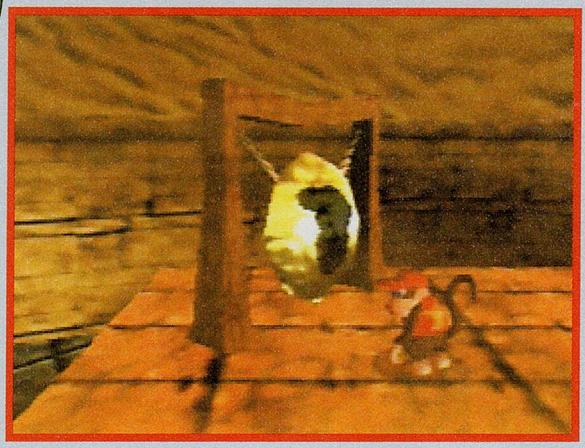
Tiny went on her merry way, skipping and running through the area. Soon, she came across Funky Kong's store, with "Armory" printed above the door. In the store, the super cool Funky sold Tiny a Feather Bow. This would be Tiny's special weapon that she could use for shooting at enemies or objects, like switches.

Tiny with her Feather Bow, purchased from Funky Kong's shop.

Tiny now had everything she needed to explore the Angry Aztec world. Since the weather was extremely hot, she decided to cool off a bit. She jumped into a nearby Tag Barrel, allowing Diddy to come out.



Continuing his exploration, Diddy right away found an interesting stone platform in a courtyard. On the platform were some beautiful golden gongs. By running into these gongs, the young ape could make them sound—they were really loud! Diddy ran around and hit all of the gongs, one at a time, to see what would happen. A new building rose up from the ground, topped by a golden banana. Using the jetbarrel, Diddy took to the air and was able to reach the golden banana at the top of the building.



Diddy smashes into each gong and is rewarded with a golden banana.

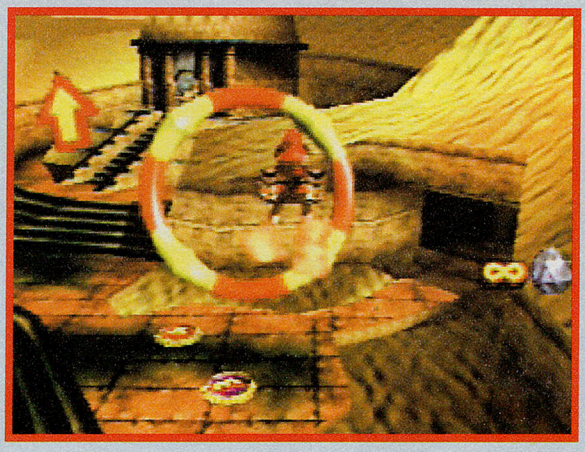
Diddy activated his new jetbarrel backpack and whoosh! He flew quickly into the air. High above the ground, he kept flying through a golden circular object until he noticed the mouth of a cave open up on a wall down below him. From inside this cave, a large bird appeared. "Ah, freedom!" chirped the bird as it took flight. "If you fancy a test of your flying skill, come and see me at the jetbarrel barrel."

Diddy began following the bird through the air until they reached a platform surrounded by a bunch of crystals. "Oh, here you are Diddy. I thought you got lost. Follow me around the area and fly through all the rings I leave behind if you want to win a prize," exclaimed the bird.

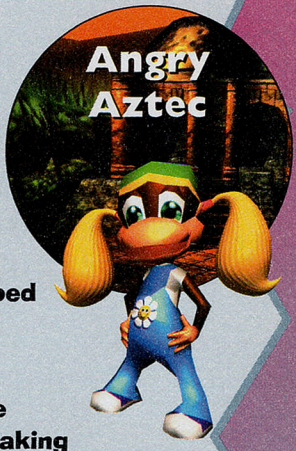
As the bird soared off, Diddy watched some red-and-yellow rings arrange themselves in the air. Diddy carefully maneuvered the jetbarrel rockets so he could fly through these rings. At the end of this little challenge was another golden banana, just waiting to be grabbed as his reward.

Just as Diddy landed back on the ground, he spotted a stone statue off in the distance. The statue had a face carved into it and its mouth actually moved. "Feed me!" cried the statue. Noticing a switch on the roof of a nearby temple Diddy used his jetbarrel to fly to the switch and activate it. This caused the statue to begin spinning around in circles. Though he was curious, Diddy hadn't yet discovered the path to this statue, so he continued his journey.

The next time Diddy found a Tag Barrel, he decided to give Tiny another shot at locating some golden bananas.



The jetbarrel carries Diddy through a midair obstacle course made up of rings.



As soon as Tiny returned to Angry Aztec, she ran toward a long, narrow temple building. Just outside this temple was a special barrel that helped Tiny to shrink down to almost nothing. Once she was a tiny fraction of herself, she ran up the ramp toward the entrance of the building, but stopped just in front to stand on the special music pad and played her saxophone.

Squawk heard the deep notes coming from the little Kong's sax. He flew toward her and picked her up, taking her for a soaring ride through the air. Because she was so small, Tiny was very light, and easy for the big, green bird to carry.

Higher and higher they flew until they reached the top of a tall stone building—it had an entrance on the roof. Squawk landed and released Tiny, and she entered through the passageway. Inside the old stone building was a giant slide. She could see a strange-looking, green creature waiting there. It wasn't a Kong, but it seemed perfectly friendly. It looked sort of like a beetle.

The creature challenged Tiny to a race. As the prize, it offered a golden banana if she managed to win the race and grab 50 coins along the way. Just as the race began, the creature flipped onto its back and began to slide quickly away, leaving Tiny behind.

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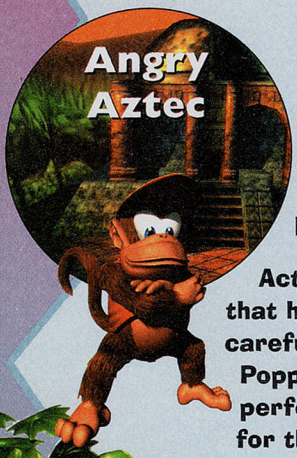
But Tiny has attitude—she started sliding too, and managed to catch up and pass the green beetle, grabbing coins along the way.

Tiny races down a massive slide and collects coins during her ride.

Tiny began sliding very quickly, as the track she was following got steeper and steeper. The youngster had to be extra careful as she whipped around sharp turns, pigtails flowing out behind her. It was difficult to avoid sliding off the track. It wasn't long before she reached the finish line. Tiny had won the race! What an awesome ride! And she earned a golden banana to boot.

After winning the race, Tiny left the building and returned to her normal size. She also returned to the Tag Barrel that was close by—it was Diddy's turn to search.



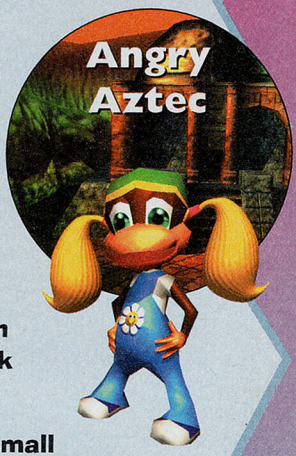
Not long after he came out of the Tag Barrel, Diddy found the spinning statue, with the moving mouth, that he noticed before. I'll use the jet-barrels thought DK's clever nephew.

Activating his rockets, Diddy zoomed way up so that he was even with the tall statue's mouth. Aiming carefully, he started shooting peanuts from his Peanut Popper into the spinning statue's hungry mouth. It took perfect timing, but Diddy was good—it didn't take long for the statue to get its fill of peanuts. Feeding the

statue caused something strange to happen. On the wall of a building not too far away, Diddy saw more switches appear.

When Diddy feeds peanuts to the spinning statue more switches appear on the nearby wall.

Meanwhile, relaxing in a Tag Barrel, Tiny was getting inspired to come out again. That was when Diddy jumped back into the barrel, releasing her to take another turn at the search.



Tiny decided to return to the main area of DK Island using the Bananaport. From there, she swam to a nearby island where she spotted a locked cage with a golden banana inside. After making quick work of the cage and grabbing the banana, she spotted a barrel with her picture on it. Tiny remembered what happened the last time, so in she jumped. And sure enough, she once again shrank down to a tiny little speck.

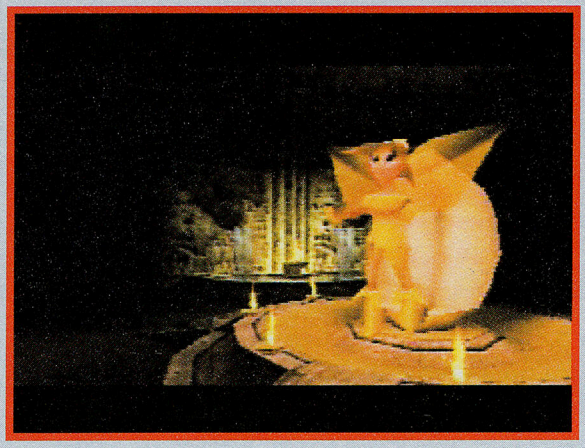
Next to the Tiny barrel was a stone building with a small hole in the side. Now that Tiny was really tiny, she could easily fit through this little opening. On the other side she met a magical Banana Fairy.

"Oh, I just don't know what to do," wailed the fairy, hovering gently in the air. "There was this huge tremor recently, and it scared my banana fairies so much that they panicked and flew away! I'll reward anyone who manages to find them all and bring them back to me."

"Calm down, Mrs. Fairy," said Tiny. "My friends and I will look out for them on our adventure." This made the Banana Fairy very happy. "Oh, thank you! But I'm afraid you won't be able to simply grab them out of the air. The only way to catch banana fairies is by trapping them inside special banana skin photographs."

"Oh, I just don't know what to do," wailed the fairy, hovering gently in the air. "There was this huge tremor recently, and it scared my banana fairies so much that they panicked and flew away!"

Handing Tiny a very special gift, the lovely fairy said "Here, take my magical camera. It already has some film in it." From now on, when any of the Kongs discovered a banana fairy, they could take pictures of it using this special camera.



Tiny meets the Banana Fairy and gets a special camera.

With the camera in her hand, Tiny returned to the Angry Aztec main area, retracing her previous path. At the building near the spinning statue, where Diddy got the switches to appear, the little girl Kong discovered that each switch had a different symbol on it. Taking out her Feather Bow, she shot at the switch with a feather on it. A doorway opened then, revealing a new tunnel into the stone building.

Inside, Tiny came across another banana fairy. This one was awesome—it was surrounded by sparkling blue and white stars. The fairy flitted away quickly, but not before Tiny captured it on film. Satisfied with her accomplishments, Tiny explored the area for a while longer, and then jumped into a Tag Barrel. It was Donkey Kong's turn to explore the Angry Aztec world. Another rescue was about to take place!

After some careful searching, DK found a stone building from which he heard the familiar voice of Lanky Kong. Hurray! He had finally located his very special orangutan cousin! Unfortunately, the building was guarded by Kremlings. It was big and dark and full of scary passageways and tunnels. Finding Lanky within this massive building was going to take patience, and a bit of clever trickery as well.

Our brave hero, Donkey Kong, started by bopping the Kremlings with his muscular body, to get rid of them. Then he found a special music pad, which he stood on and played his drums. This woke a golden llama creature from its nap, and it spit— spphhhttt!—into a pool of odd-colored water. Instantly, the water became crystal clear. DK saw an underwater tunnel; magically, it unlocked. So he ran toward the pool. As he ran he stepped on a pad that had his picture on it. This caused yet another passageway to open up.

DK was strong and confident—he knew he'd have his friend rescued in no time! Maybe he could even manage to photograph a few banana fairies before jumping into the pool and taking a swim through the underwater tunnel at the bottom.

At the end of tunnel lay a small cavern. There inside was Lanky, long-armed and gangly as ever. DK wasn't surprised to see him imprisoned in a cage, just as the rest of the crew had been. On the left side of the cage was a switch with a coconut on it. No problem, he thought, and quickly used his Coconut Shooter on the switch. The cage door opened up. "Cool move, DK!" exclaimed Lanky. "I gotta get some fresh air. I'll help you by collecting blue bananas!"

When DK rescues Lanky, four of the five kidnapped Kongs will be free!

With that, Lanky loped toward the nearest Tag Barrel. And his happy leader grabbed another golden banana that was floating in Lanky's cage.

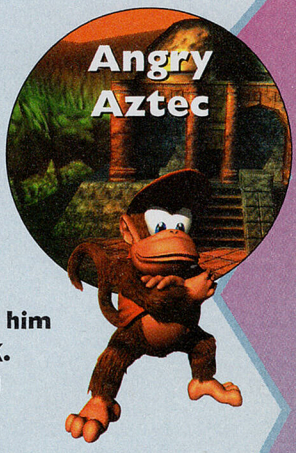
For a while, the DK crew took turns jumping in and out of the Tag Barrel, one at a time, continuing to explore this rambling old building in the Angry Aztec world. Each Kong needed to activate their own switch on the wall near the moving statue. Finally, Donkey Kong returned to the Tag Barrel; now it was Lanky's turn.

As soon as Lanky came out, his first objective was to collect a handful of coins. One of his first stops was Funky Kong's shop, where he purchased a Grape Shooter. This weapon worked just like DK's Coconut Shooter and Diddy's Peanut Popgun, except that Lanky's gun shot grapes.

Next stop: Cranky's Lab to get a potion. When Lanky drank from the flask, he learned the Orangstand maneuver. Then he trekked over to Candy's Music Shop. For just a few additional coins, Lanky was able to purchase the Trombone Tremor. This cool trombone let Lanky put those long arms to good musical use!

Now Lanky, too, had everything he needed to help with the rescues. Chunky Kong was still missing, and of course there were plenty more of the golden bananas to be found. Loping along on all fours, or sometimes walking on just his huge hands or his feet, Lanky roamed around Angry Aztec looking for the blue bananas and coins that were his to grab. He also searched for the special switches and pads that only he could activate.

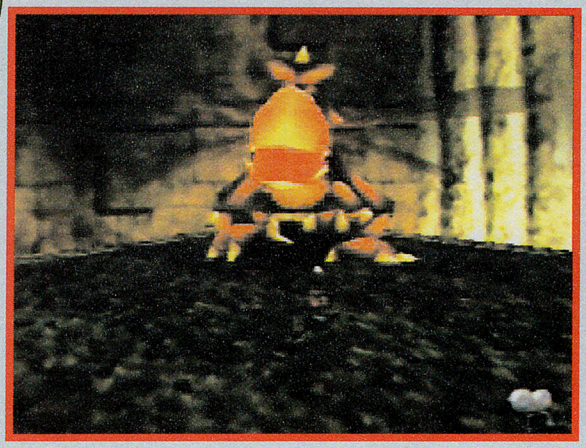
It took Lanky a long time to explore all the different areas of Angry Aztec. He had to defeat dozens of King K. Rool's cronies along his way. Eventually, Lanky came across a portal with pictures of Troff 'n' Scoff, and when he traveled through it, he found them guarding a massive wooden door. According to the sign on the door, the Kongs would have to offer 120 bananas to get the door to open. But Lanky had only collected 100 bananas so far. What to do? He fed all 100 of his bananas to Scoff, who gobbled them up quickly—every one of them. He needed more! So Lanky climbed back into the nearby Tag Barrel and sent Diddy out, to feed Scoff more bananas from his stash.



Finally, the banana counter on the big wooden door hit zero. Diddy's picture appeared on the door as it began to open. Hundreds of gorgeous blue and white sparkling stars filled the room as Diddy passed through the doors into another chamber.

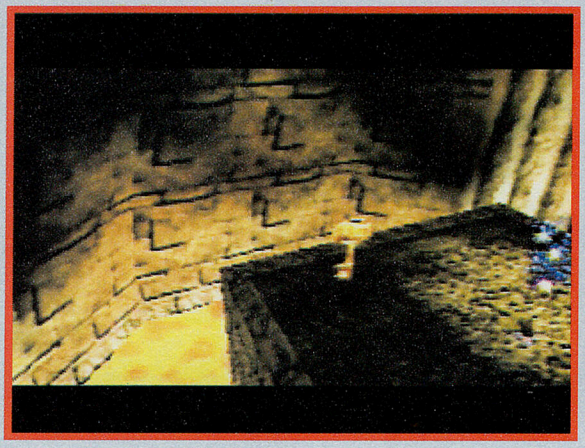
Hello—Diddy wasn't alone! Hovering in the air above him and looking very threatening was Dogadon, one of K. Rool's strongest and meanest soldiers. This red and brown creature was massive. Worst of all, Dogadon could spit fireballs at his enemies—and Diddy was certainly considered an enemy! The young ape knew immediately that he was in trouble. Fireballs began flying everywhere as Dogadon let out long angry roars.

But look—in the center of the room Diddy noticed some TNT barrels. He started picking them up and tossing them at Dogadon. These exploding barrels were Diddy's only hope of survival, and he stubbornly stuck with the battle. It took several direct hits, but eventually the nasty flying creature was defeated and plummeted into the lava pit below.



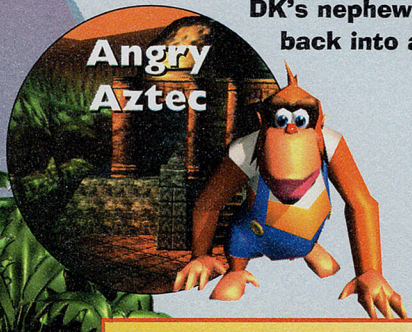
Dogadon, one of K. Rool's most terrible soldiers, is Diddy's worst nightmare.

As a reward for beating the mighty Dogadon, Diddy received another of the golden keys that would unlock K. Lumsy's cage. The exhausted Diddy headed immediately to the cage and inserted his key into one of the locks. K. Lumsy was very happy to be one step closer to freedom.



For taking down the awful Dogadon, Diddy gets another of the golden keys to K. Lumsy's cage.

DK's nephew was so tired . . . he couldn't wait to climb back into a Tag Barrel and let Lanky take over.



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CHAPTER 4

The Kongs Find Chunky and the Frantic Factory

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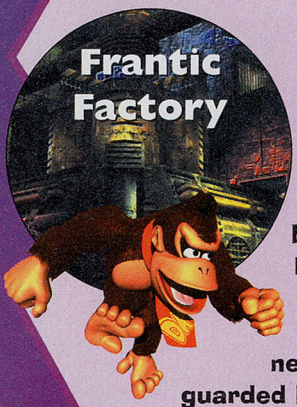
When we last left the long-armed Lanky, he had just put another key into the locks on K. Lumsy's cage. He walked outside the cave, wandered around the small island, and then activated a switch with a grape on it. This revealed a secret hiding place, where Lanky found a golden banana.

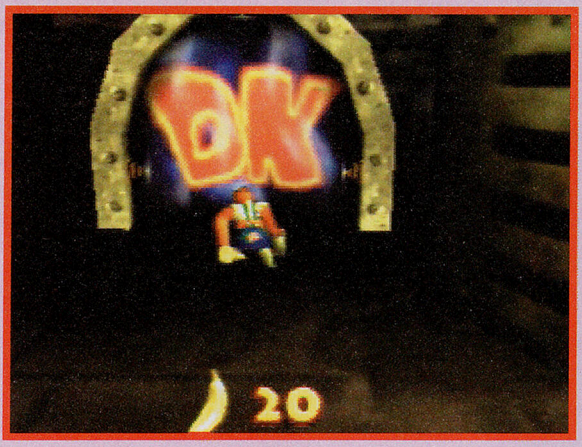
It had taken a while, but DK and his crew had finally managed to collect the golden bananas they needed from Angry Aztec. Lanky was excited by the progress they were making. It was raining now, and he could see a narrow bridge connecting this small island with another one. The orangutan moved to this other island, on which he could see several platforms. Up and up he jumped, from platform to platform. Then he found a winding pathway, which took him even higher. It was a long walk, but he eventually reached the top of the mountain. There he found a few stairs and the entranceway to a room with a Tag Barrel inside.

After running around in the pouring rain, Lanky needed to dry off, so he jumped into the Tag Barrel. DK, who was ready to explore some new territory, took over. On one of the walls in this room was another red-and-yellow DK portal, so our hero headed for it without delay.



Sure enough, the portal led to another area—the Frantic Factory. As soon as he entered the factory, DK heard a welcome holler: It was his big friend Chunky! "Help me! Chunky doesn't like heights," he cried. The last kidnapped member of the DK crew was trapped in a cage that was hanging from the ceiling in a room somewhere nearby. The cage was swinging back and forth. It was guarded by several Kremlings and some of K. Rool's other minions.

Donkey Kong was excited at the prospect of rescuing his lumbering friend Chunky, the strongest and most muscular ape of his crew. Near the entrance to Frantic Factory, DK encountered several Kremling robots. These guys looked like ordinary Kremlings, except they were machines.

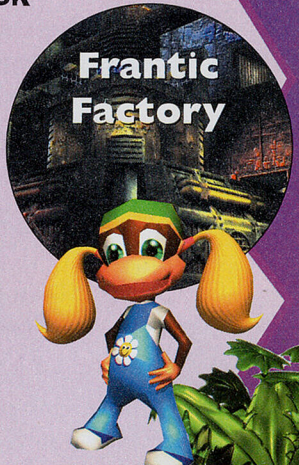


Through this portal lies another area — the Frantic Factory.

By defeating these creatures, our hero discovered a hidden passageway, a hole that led underground. In he jumped—and began to fall! Landing with a splat, it took him a few seconds to recover, but once he did, he immediately grabbed some DK coins that were lying on the ground.

There was no shortage of tunnels in this area! Following one that led even deeper underground, DK approached a big sign that said "Storage Room." In the center of this room was a pad. Expecting some action, the ape stepped onto it and was immediately shot up into the air. He landed in a floating barrel, and began flying around the huge room, getting shot from barrel to barrel.

By hitting the DK target, a special lever appeared in front of an arcade game located elsewhere in the area. Soon DK was blasted from the last barrel, hitting a giant red-and-yellow DK target. He had returned to the storage room filled with wooden cartons.



Meanwhile, back in the storage room, DK spotted Chunky. He was locked in a chage that was hanging from the ceiling. While inspecting the cartons, DK found he couldn't lift them or smash them, so he tried climbing them. He came across another short tunnel leading to another room. Inside was Cranky's Lab. They had a short chat, and Cranky sold Donkey Kong a new potion to drink. The new maneuver he learned from the potion was the Gorilla Grab.

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Just outside the lab was a Tag Barrel, so DK jumped in for a rest after climbing all those platforms. Out popped Tiny, ready for her own visit to Cranky. "I've perfected another potion, Tiny, and it's yours for just 5 coins! You won't get much farther without it, so I suggest you pay up," said the wise old ape as he accepted the coins from the cute young Kong.

Tiny drank from her flask and learned the Pony Tail Twirl. Then it was back to the Tag Barrel to bring Diddy out. He needed to visit Cranky, too.

This latest potion gave Diddy Kong the Simian Spring maneuver. The whole crew was learning new moves!

Frantic Factory

Now, it was Lanky's turn. He stretched out his long arm holding five coins in his massive paw, and Cranky handed him his potion. The result was the Baboon Balloon. He couldn't wait to try it out.

The eager ape noticed the hanging cage in the room next door that still held his pal Chunky. It was time to try to free the muscular monkey and reunite him with the rest of the crew. Lanky explored the room first, grabbing several blue coins. Using his giant hands to climb up a steep wall, the Kong found a switch with his picture on it. Swat! He activated the switch and the cage suddenly dropped to the ground and smashed open.

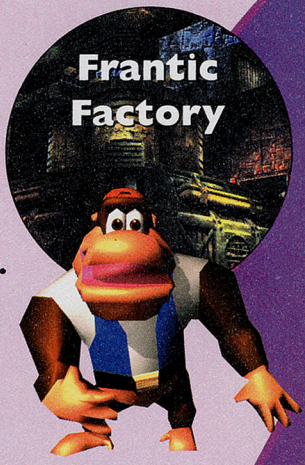
Was Chunky Kong all right? He certainly was! "Chunky free now. Thank you friend Lanky. Chunky can collect green bananas. Me wait in Tag Barrel until you need help," said the Kong before disappearing into the barrel.

All of the Kong characters were now free! K. Rool's power over the Kongs was diminishing quickly.

Now each Kong would need to concentrate on collecting five golden bananas from within the areas of the Frantic Factory. Lanky received his first one as a reward for freeing his

friend. Loping over to a corner of the room, he stepped on a silver switch built into the ground. He wasn't disappointed. The switch opened a gate to another tunnel: it led to a new, unexplored area of Frantic Factory.

Chunky's cage hung from the ceiling, waiting for Lanky to release it.



Spotting a Tag Barrel nearby, Lanky jumped in and set Chunky Kong free to check out this new place. After all, Chunky had been cooped up in that hanging cage for a long time. He wanted to flex his big muscles, get some exercise, and start exploring. Around him were lots of green bananas and coins—green was his color—and he grabbed as many as he could.

Chunky hadn't yet visited Cranky's Lab, so that was his first stop before continuing his adventure. The room next door contained Cranky's Lab, Candy Kong's Music Store, and a Tag Barrel, so that's where the big ape headed. Cranky was waiting in his lab with a concoction made just for Chunky Kong.

After paying three coins, Chunky drank his potion and learned the Hunky Chunky. Wow! This oversize Kong had thought he was hefty before, but when he drank the special potion he grew even larger, and so did his muscles. "You can now use my special barrel with your face on it. Leap into one and prepare to be amazed

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as you change size!" explained Cranky. "You'll only be able to remain like this while your supply of crystal coconuts lasts, though."

After paying five coins, Chunky drank his potion and learned the Hunky Chunky. Wow! This oversize Kong had thought he was hefty before, but when he drank the special potion he grew even larger, and so did his muscles.

This was a pretty awesome capability. And it didn't stop there! The wise, old Cranky decided to sell Chunky a second potion for an additional five coins. This time, the big fellow learned the Primate Punch. "All you understand is brute force, Chunky, so this should be perfect for you. You can smash anything that takes your fancy!"

Armed with his new moves, Chunky Kong set out to explore the Frantic Factory. When he reached a metal gate that was blocking his path, he simply used his Primate Punch to smash the gate—no problem! He lost no time using his other move, either. There was a wooden crate nearby with a question mark (?) on it, so big and brawny Chunky cracked the crate open. This was fun!

Under the crate was a switch with a picture of this most muscular of Kongs. Hitting this switch revealed a golden banana from within a nearby crate. Chunky had to find a way to get the banana—it was just out of reach.

So he Primate-Punched a stone block that had another picture of him on it, pushing it into the wall. Whaddya know? Several stone platforms rose from the floor, creating a series of moving steps that took Chunky right up to the golden banana.

This Kong had had enough of this underground region and headed back to ground level. He climbed up a pole that stretched up through the hole that Donkey Kong had dropped through earlier. When Chunky reached the top of the pole, he set out onto the Factory's main level. What would he find?

Several locked gates were no match for power-packed Primate Punch as he traveled along. In a small room, the cheerful Chunky found a banana barrel, which he promptly pounded and pulverized. This allowed the Kong to participate in a special game. He had to run around and collect six coins in less than 60 seconds. The reward was another golden banana. Now he had two of these special bananas.

Chunky can use his bulging muscles and his Primate Punch to smash open the locked gate blocking his path.

Having collected a good supply of coins so far, Chunky returned to the underground area of Frantic Factory and made a stop at Candy's Music Shop. (It was in the same room as Cranky's Lab and the Tag Barrel.) As soon as Chucky ambled through the door, Candy greeted him with a big smile.

"For 3 coins you can play on this musical instrument," she said, handing Chunky the Triangle Trample. "Stand a little closer, Chunky, and I'll show you how to use your instrument. Its sound-wave blast will deafen most Kremlings, but will also reduce the instrument's energy. Top off its energy by finding some headphones. You won't lose energy if it is played when you are standing on a music pad. All sorts of amazing things are likely to happen too!" explained the prettiest Kong of them all.

Like all the other Kongs in the DK crew, Chunky now had his own musical instrument and had ingested several of Professor Cranky's potions. He was just about ready to face the challenges K. Rool had in store for him and his friends. All he needed now was some sort of weapon from Funky Kong. But for now, Chunky had the strength he needed to pummel any Kremlings he encountered. It was time to kick back and relax.

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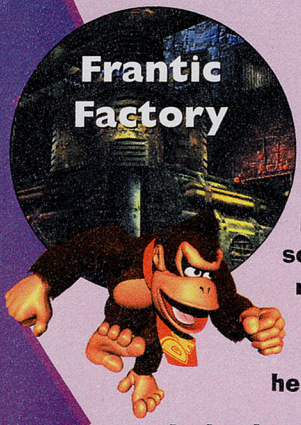
Chunky buys the Triangle Trample from Candy. Now the whole crew has musical instruments!

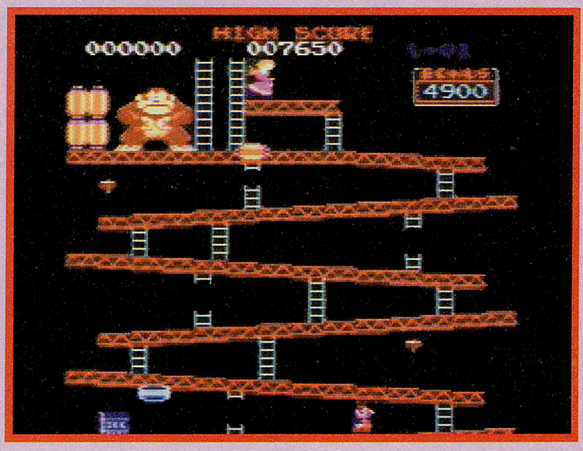


Even Kongs with monstrous muscles need a break, so Chunky stepped into a Tag Barrel, allowing his leader DK to take a turn traveling around Frantic Factory. In one of the rooms, our hero came across something very exciting—an arcade video-game machine from the 1980s called Donkey Kong. DK saw that he was the star of this two-dimensional, puzzle-like, action arcade game, but in this game, he was a bad guy who had kidnapped a princess.

A plumber, named Mario, was the hero, trying to rescue the princess. It seemed odd for a plumber to be starring in a video game—but then again, the character named Donkey Kong was an ape, not a donkey. Go figure . . .

Curious, DK pulled the lever in front of the arcade machine and paid two coins. He then played his very own video game! By winning all the levels in the arcade game once, DK earned a golden banana. To move on with his adventure, however, he needed to beat the entire game a second time.

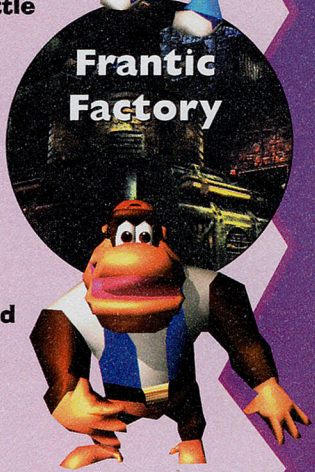
DK hadn't seen his friend Squawk in a while, but here he was—flying into the room. Squawk told his comrade, "Now you've warmed up. How about trying to win a special prize by completing it again? Just 2 coins to play again." The Kong eagerly paid the coins and started to play.



DK plays a classic old arcade video game called Donkey Kong, earning a golden banana and a special Nintendo coin.

Starring in a video game is very different from becoming a master at playing it, so finishing the Donkey Kong arcade game twice took some time and practice. Finally, as a reward for beating the game, our hero won a very special Nintendo coin.

Jumping into the nearby Tag Barrel, DK released little Tiny Kong to explore Frantic Factory. Around and around she ran, collecting her purple bananas and coins. Then it was time to shrink, so she could get into a narrow tunnel that would lead to a golden banana.



Soon Tiny came to a rather sizable room that held Funky Kong's Armory and a Tag Barrel. Wait! She remembered that Chunky needed to visit Funky, so into the Tag Barrel she jumped, pushing her muscled friend out to get his hands on a new weapon.

In the Armory, Chunky cheerfully chatted with Funky, paying him for a Pineapple Launcher. For three additional coins, Chunky also purchased an Ammo Belt #1, which would benefit all of his Kong friends. The belt would carry ammunition for their

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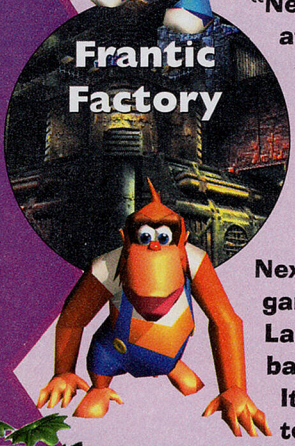
unique weapons. "Okay, Chunky, you're now maxed out at 100 shots," said Funky as Chunky left the hut. It was time to release Tiny again from the Tag Barrel.

In the Armory, Chunky gets a special deal on a powerful Pineapple Launcher and an Ammo Belt #1.

Frantic Factory

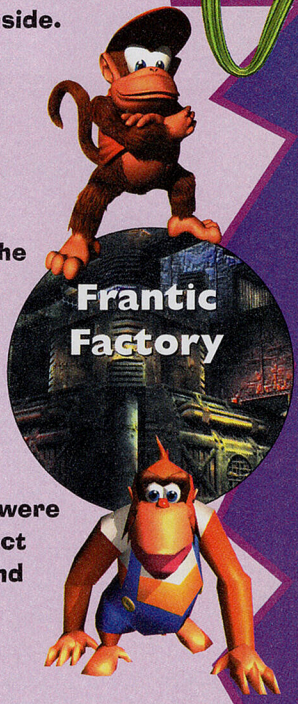
Frantic Factory was chock full of fun activities for the various Kongs to experience. A bit later on, Tiny got to play a carnival-style game with a giant wheel containing pictures of items. On the side of the spinning wheel was one of these items, displayed under the word "Next." The clever girl-ape used her weapon to shoot at the "Next" item as the wheel spun around. After several successful matches, Tiny won a golden banana.



Next it was Lanky Kong's turn to play some carnival games. By stepping on a pad with his picture on it, Lanky was magically drawn into a special floating barrel that transported him to Batty Barrel Bandit. It was sort of a slot machine, and the Kong went to work with his long arms. He earned his golden banana by matching up pictures of bananas on all four slot machine wheels.

Then Lanky returned to a Tag Barrel and climbed inside. Diddy was the next Kong who would continue the adventure.

DK's brave nephew was glad to be out. Right away, he climbed up a stack of blocks with bright-colored numbers and letters printed on them. At the very top was a pad that transported him to a game area. To earn his golden banana, Diddy needed to beat the Peril Path Panic game. The rules were simple. Using a melon shooter, Diddy's job was to aim, shoot, and hit the Klaptraps, one at a time, so that the fairy could fly safely past them. Klaptraps were little alligator-like creatures ruled by K. Rool. Perfect aim and careful timing were the keys to success, and young Diddy had both!



Later on, Lanky came out and continued his exploration of Frantic Factory. He found a room that contained a wonderful object. It was colorful and big and it made music: a giant keyboard! To get past the clear glass wall in front of the keyboard, the long-armed Kong stood on a special pad and played his trombone. When the wall disappeared, the orangutan stepped into the room and played a matching game.

Lanky's job was to step on the keyboard, one key at a time, and match the pattern of the croaking creatures. This was going to be tough!

In addition to its bright piano keys, the magnificent keyboard had several different colored barrels. Each barrel matched up with a piano key. One at a time, creatures popped out from the barrels. Lanky's job was to step on the keyboard, one key at a time, and match the pattern of the croaking creatures. This was going to be a fun, but tough, activity!

The first pattern was easy. The creatures popped out of the yellow barrel, then the blue, and then the yellow barrel again. So Lanky jumped on the yellow key, then the blue one, and then the yellow one again.

The second pattern was yellow, blue, yellow, purple.

The third pattern was yellow, blue, yellow, purple, green.

The fourth pattern was yellow, blue, yellow, purple, green, yellow.

The fifth and final pattern was yellow, blue, yellow, purple, green, yellow, red.

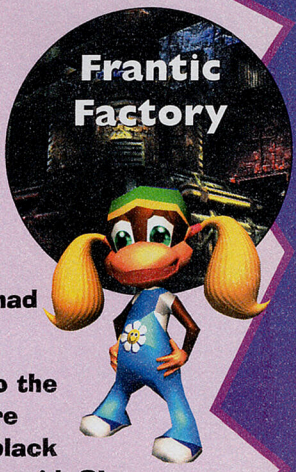
This gangly orangutan might be a bit odd, but he learned fast! One by one he matched all the patterns correctly and won his golden banana.

Throughout the Frantic Factory the Kong crew continued their travels, alternating among themselves and taking care of business. With Tiny's magic camera, they took pictures of several more banana fairies, and eventually they collected five golden bananas each. Out of all the places the Kongs had visited so far, they liked Frantic Factory best—because of the cool and challenging games, of course!

Lanky earned his golden banana by playing this beautiful keyboard game.

Ultimately, it was Lanky Kong who stumbled upon the next portal with Troff 'n' Scoff's pictures on it. At this point, every Kong in the crew knew what awaited them behind this door. It was another one of K. Rool's most powerful soldiers. This time, the banana counter on the big wooden door went all the way to 200!

Lanky, however, only had 100 of the bananas needed to unlock the door. So he quickly fed them to Scoff and then hopped into the nearby Tag Barrel. Out came Tiny, with 100 more bananas.



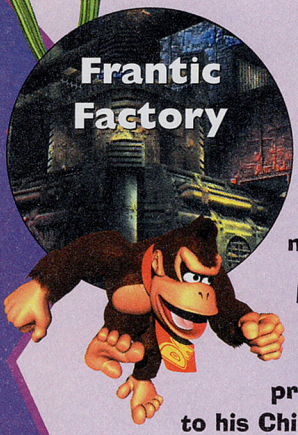
Hippo-like Scoff was soon well fed, and he and Troff unlocked the door for Tiny. Even with her feisty attitude, she was a little worried about facing King K. Rool's notorious minion. But she knew she had to win another of the keys needed to unlock K. Lumsy's cage. She was ready to do what had to be done!

Tiny Kong passed carefully through the doorway into the darkness. In the dim light she could see many square platforms. Look out! Between the platforms was a black hole, a bottomless void that she'd have to carefully avoid. She could see that she'd have to leap gingerly from platform to platform in order to move around the room.

Within moments after entering the room, however, Tiny forgot about the platforms as she was confronted by an immense, mean-looking jack-in-the-box. It was many times bigger than she was! This toy was alive! It had a big green head, huge orange hands, and a spring for a body that connected to the colorful box that the creature lived in. She would have to defeat it. When the creature went back into its colorful box, Tiny could see that the box could move! Around the room it could go, jumping from platform to platform.

The jack-in-the-box was big and heavy. If it crushed Tiny, she'd be finished—pigtails and all. To stay safe, she'd have to run away. Remembering the danger between the platforms, she knew she needed to find the pads located on a few of the platforms and step on them. This would make the evil jack-in-the box weaker.

After leaping around and activating several pads, Tiny Kong was exhausted. But she was victorious! She received her hard-earned reward: another of the special keys to unlock K. Lumsy's cage. Key in hand, she found the nearest Tag Barrel and gratefully tumbled in, allowing her leader Donkey Kong to take the new key to K. Lumsy's cage.



After delivering the key, DK returned to the Frantic Factory. It was time to find the next red-and-yellow DK portal that would lead to a new world for the Kongs to explore.

Meanwhile, King K. Rool was even angrier than before. Again, his soldiers had failed to defeat the blasted Kongs! "I underestimated those Kongs. Their progress is unexpected," he roared. Then he beckoned to his Chief Technician.

"I trust the Blast-O-Matic will soon be ready to be activated," said the enraged king.

"I trust the Blast-O-Matic will soon be ready to be activated," said the enraged king. The Chief Technician didn't like delivering bad news to his master, but he had no other choice. "We've had a few technical problems, your majesty, and my men are all lazy," said the Chief Technician.

Hearing this, the Chief Technician's men began to fear for their own well-being. Turning to the King, they began pleading, "He's lying, Sire! He's always asleep!"

But the Chief Technician continued his desperate appeal to the King. "Please forgive me, oh great one! We've worked really hard!" he begged. The Chief was truly afraid that he was about to be punished severely for his incompetence.

And yes, K. Rool was very angry! No more excuses! "Guards!" he yelled. "Make sure no one leaves until my machine is ready!" With the guards watching their every move, the Chief Technician and his men were forced to work extra hard in order to complete the Blast-O-Matic.

What exactly was this Blast-O-Matic? Nothing less than King K. Rool's most top-secret weapon. With this powerful machine, the wicked king planned to destroy DK Island forever . . . that is, if Donkey Kong and his brave crew didn't stop him first.

King K. Rool's deadly secret weapon, the Blast-O-Matic, isn't quite ready for battle.

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CHAPTER 5

Gathering Golden Bananas In Gloomy Galleon

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Bad King K. Rool continued to plot his revenge on Donkey Kong, gleefully enjoying his thoughts of destroying the Kongs' homeland. But with DK and his pals in action, the chances were slim that the evil tyrant would actually be successful. After all, this wasn't the first time K. Rool had tried, yet failed, to defeat this crew of determined monkeys.

What the Kong leader didn't know, however, was that the king had a destructive new weapon: the megapowerful Blast-O-Matic. If K. Rool's technicians actually got this gizmo working, and if DK's crew arrived on the scene too late to foil the king's diabolical plans, then DK Island and all of the Kongs would be in serious danger!

Donkey Kong was now at the entrance of Gloomy Galleon, a damp and dismal world that was mostly underwater. Exploring this world would mean a lot of swimming. After passing through the DK portal that led to the watery new world, DK was halted by a locked metal gate. He could go no farther without first unfastening this gate.

DK used his Coconut Shooter on the switches to unlock the gate to Gloomy Galleon.

On both sides of the gate were switches with pictures of coconuts on them. Using his Coconut Shooter, DK aimed at one switch at a time. Bonk! Bonk! Got 'em! The gate opened. DK went deeper into the Gloomy Galleon world.

Always ready for a refreshing swim, the Kong leader swam toward the center of the cavern area, where he could see a stone pillar sticking up out of the water. Diving underwater, DK found the

switch he guessed might be there. It was on the side of the pillar and had a green marking on it. He swam up against the switch and activated it, wondering what would happen next. This switch opened up an entrance into the lighthouse on land.

DK needed some air, now, so he floated up to the surface. He jumped onto the top of the pillar, and discovered that it was actually a little plateau in the center of the cavern. Walking around this small landmass, he found a pad with his picture on it. As soon as he stepped on this pad, he was jettisoned high into the sky, fast as a rocket.

Our hero soared high above the orange and yellow clouds, and then floating barrels appeared and began shooting Donkey Kong from one barrel to another. Some of the barrels were moving, so the experienced ape was glad for his good timing. He definitely didn't want to miss a barrel, and then plummet down to the ground.

DK goes airborne as he flies from barrel to barrel in search of the red-and-yellow DK target.

Knowing which barrel to aim for next was sometimes a bit tricky! Besides, DK didn't even know what he was searching for, or where he was traveling to. After a while, though, he felt more at ease: Ahead was a familiar red-and-yellow DK target. He aimed his Coconut Shooter, hit the target, and was transported safely back to the watery world of Gloomy Galleon.

He stepped onto the small island, in the middle of the watery area, and climbed the nearby ladder. It took him up to the newly unlocked opening in the wall of the lighthouse.

Inside the lighthouse were some gloomy, narrow passages with walls made of stone. Searching around the immediate area, DK found another ladder and climbed it. Then he went higher still, by scaling a long series of platforms that created a staircase. Up and up he went, grabbing bananas all along the way.

All of a sudden, right in front of him, a magical blue light appeared. DK felt a powerful electrical current begin to flow. What was it?

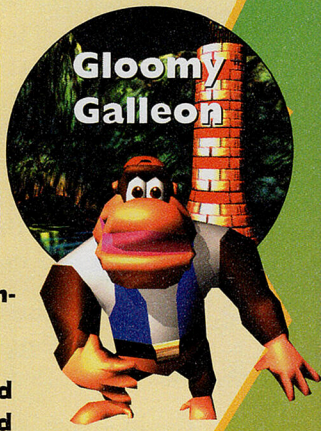
At the top of the tower, he found a lever. The curious ape grabbed the lever with both hands and pulled. For a second or two, nothing happened. All of a sudden, right in front of him, a magical blue light appeared. DK felt a powerful electrical current begin to flow. What was it? It was the power for the lighthouse! At the top, a rotating searchlight lit up the sky.

Just as the beacon light came on, two heavy stone walls at the outer edges of the cavern started to slowly rumble open. Looking off into the distance, the lead Kong spotted a massive galleon ship. It was approaching the lighthouse. Displayed proudly on the ship's sail was a picture of a Kremling, which could only mean one thing—the ship belonged to King K. Rool!

Donkey Kong leaped quickly down from the platform and returned to the entrance of the lighthouse. Here, he found a golden banana waiting for him. He grabbed it, of course, and then left the lighthouse, and the island it was on, swimming back toward the entrance to Gloomy Galleon. Instead of backtracking all the way, however, he decided to search some of the other tunnels in the area.

After a few minutes, DK found a Tag Barrel. By jumping into the barrel, he released his great big pal Chunky Kong, who set out to do some exploring of his own.

DK discovers how to turn on the power in the lighthouse.



Chunky lumbered around for a bit until he came across a metal gate, locked tight, as usual. Just under the surface of the water were two switches. Chunky grabbed his Pineapple Launcher and fired at the switches in order to open the gate. On the other side, Chunky discovered a heavy, black cannonball. No problem for this well-muscled fellow—he picked it right up and dropped it into an old cannon just ahead of him. Looking upward, the Kong spotted several moving targets. He aimed carefully and fired the cannon. Again and again he shot cannonballs into the sky, finally hitting several of the targets and earning himself another golden banana. Chunky was a very happy monkey!

Almost immediately, another golden banana was revealed, hidden within a giant wooden chest that he would have to smash open. Right after he grabbed this second golden banana, he spotted a banana fairy. Chunky had the special camera with him, so he grabbed it and snapped a picture. Looking around, the strongest of the Kongs found another locked gate; this one he simply smashed right open with his mighty fists. There on the other side, in a plain little room, was something that looked like it might be dangerous: It was a pad, a special Battle Arena pad, and it showed a picture of a Kremling.

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But Chunky wasn't worried—he knew how tough he was. He bravely stepped on this pad and was transported to one of the king's fighting arenas. There he joined a game called More Critter Carnage. In 45 seconds, the powerful ape had to punch and stomp on as many critters and Kremlings as possible. By beating every last one, Chunky earned himself a Battle Arena Crown, a trophy he could be proud of.

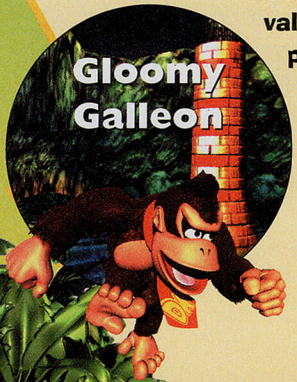
"Come on Chunky, I still need 15 banana medals for my amazing surprise. Hurry up and find them, you lazy bum."

A while after the battle, our mild-mannered ape came across Cranky Kong's Lab. There, the old Kong spoke to Chunky: "Come on Chunky, I still need 15 banana medals for my amazing surprise. Hurry up and find them, you lazy bum." Thinking back, Chunky remembered that DK had told the whole crew about banana medals. To earn one, a Kong needed to collect 75 out of 100 bananas in any given world. During their adventure so far, the Kongs had collected a generous handful of these special medals, but they had not yet gathered 15 of them.

Collecting banana medals was definitely something Chunky and the other Kongs needed to work on. After all, they didn't want to disappoint Professor Cranky, whom they deeply respected.

Chunky was getting a little weary here in Gloomy Galleon, so he decided it was time to let one of the other Kongs have a shot at the search. Locating a Tag Barrel, he jumped inside.

For a while, the DK crew took turns exploring Gloomy Galleon, collecting regular bananas of various colors, as well as valuable golden bananas. Some of their search took place on land, but they all knew there was much to be found underwater, too.



At one point, supersimian Donkey Kong made a new friend. It was a seal named Clapper, who decided to give DK a golden banana. "Shiver me flippers.

'Tis the good monkey! 'ere, matey, 'ave some gold with the thanks from this old sea dog . . . er, seal," said Clapper, perched on a floating platform.

"A-har! Why not sail through yonder tunnel and join me in a little race? A chest o' gold if ye triumph over 2 laps and collect 10 pieces o' eight along the way," exclaimed the seal. Always ready for competition, DK jumped through the nearby tunnel and found himself in the driver's seat of a snappy little speedboat. He and Clapper were racing fast and furiously toward the finish line. Our hero wanted to win this race and get that gold! He also needed to grab 10 DK coins.

To stay on course, Donkey Kong carefully steered between a series of red and green buoys, his tie flying. Listening to the roar of his boat's engine, he concentrated hard on staying ahead of his challenger.

Traveling at such high speeds, it wasn't long before DK could see the finish line. He won! On a dock near the end of the race, Clapper barked to DK, "Arrr! I be shamed! It be a long while since I lost, matey, but you shall have my loot." For winning the race, DK was awarded another golden banana. Leaving his swimming pal behind, the ape continued his quest to explore the entire area and collected all five of his golden bananas. Then it was Tiny's turn to explore.

Tiny Kong made a new friend, too, here in the depths of Gloomy Galleon's watery world. The king's greedy goons had stolen an innocent mermaid's pearls. However, Tiny was totally unafraid of Kremlings or K. Rool's other henchmen. So she decided to find the pearls and return them to their owner. For her act of bravery, Tiny was given a golden banana. "My pearls are safe now, but I'm sure they'll get stolen again," said the mermaid as she handed Tiny her reward.

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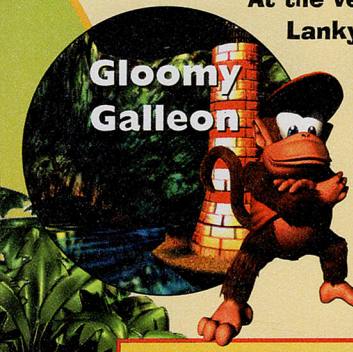
After Tiny's quest, it was Lanky's turn to take a dip in Gloomy Galleon. This long-armed orangutan was a very powerful swimmer. Underwater, he discovered a wooden crate with a picture of a swordfish on it. Smashing into the crate, Lanky magically transformed into "Enguarde the Swordfish." For a while, as a swordfish, he could swim even faster underwater. "Enguarde the Swordfish" smashed through more and more wooden crates and chests as he swam past them, traveling deeper and deeper under the water until he located a golden banana and was able to get it.

Time to go up for air! Making his way toward the surface, Lanky (still in his swordfish skin) noticed another picture of a swordfish on an underwater ledge. The wall behind this picture seemed fragile, so he decided to test it. His guess was correct—the wall shattered with Lanky's impact, and a secret passageway was revealed. Before swimming through it, Lanky decided to take one last look around. He wanted to see if he could find more cartons and chests to smash, because he'd been finding bananas, melon slices, and coins inside these containers.

This time, it's Lanky's turn to transform into "Enguarde the Swordfish" and explore the deepest depths of the oceans.



At the very bottom of the watery area he was exploring, Lanky found another golden banana. He then floated up toward the surface, becoming his ape self again along the way, and swam neatly into a Tag Barrel.

This time, it was Diddy Kong who floated out of the Tag Barrel. Heading for shore, he climbed back onto land. Diddy noticed K. Rool's ship had sailed in very close. Feeling brave, Diddy jumped aboard, onto the ship's main deck as it sailed past. On the deck was a switch with his picture on it. Diddy stepped on the switch, activated it, and then jumped overboard. A golden banana appeared above the lighthouse.

Diddy grabs the golden banana that appears on the roof of the lighthouse.

Using his jetbarrel backpack, DK's brave young nephew flew up to the top of the lighthouse and grabbed this special banana. On the roof of the lighthouse was another pad. Diddy stood on it, whipped out his guitar and began to play. A gate opened in the water, and from behind it appeared one of K. Rool's soldiers, traveling in an odd little submarine that looked like a fish.

Diddy chased the funny fish-shaped sub and swam directly into its mouth!

By diving deep, Diddy chased the funny fish-shaped sub and swam directly into its mouth! Inside, he used his Peanut Popgun to shoot at the propeller and break it. He kept aiming at the yellow circles behind the spinning propeller blades, until the sub broke down and stopped moving. The clever Diddy was rewarded with another treasured golden banana.

Continuing his quest on land now, Diddy eventually gathered up the remainder of the much needed banana medals! He

couldn't wait to see Professor Cranky Kong! When he reached Cranky's Lab, Diddy proudly stepped inside.

"What's this? You've got 15 banana medals?" asked Cranky, teasing the young ape. "I don't believe it—you must have made them yourself! Hrmph! I suppose you want my surprise now. Well, I've got this little game for you to play on my computer. Score over 5,000 points for a chance to win the Rareware coin. I know a score like that is way out of your league, sonny. Why not give it a go anyway. I could do with a good laugh."

Diddy loved video games and had always fancied himself an awesome player, so he eagerly accepted the challenge. On Cranky's computer screen appeared a rather ancient game, from way back in 1983, called JetPac. The object of the game was to move a spaceman around on the two-dimensional screen, shoot at objects to earn points, collect pieces of a spaceship, and put the ship together. At the same time, the spaceman had to avoid crashing into obstacles. If the spaceman got hit, he lost a life.

After playing the game twice, Diddy managed to score 5,250 points! Needless to say, Cranky was amazed at the young Kong's game play abilities. "What! You got my Rareware coin? That's impossible. You must have cheated. Humph! All you can do now is play for fun. Interested?" asked Cranky. But DK's nephew was anxious to continue exploring, so he left the lab behind.

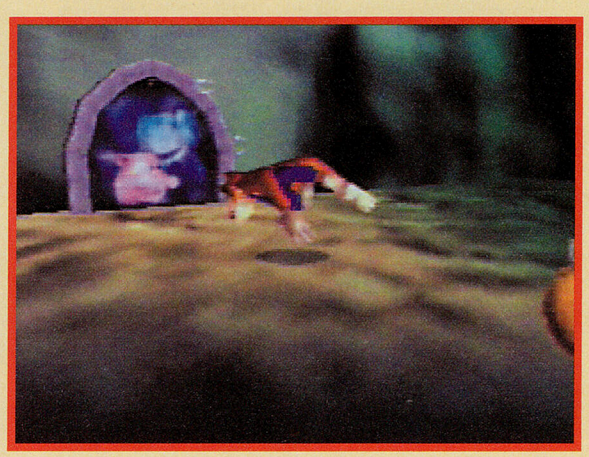
Several minutes later, Diddy found a barrel cannon and climbed in. Kapow! Up he flew, shot high into the air, and landed on a tall platform. It was way too high for him to jump down without getting hurt. The only way off the platform was to swing on some vines. This took him to another tall platform with a bridge. Diddy crossed over it, and there in front of him was another Troff 'n' Scoff portal. A battle against a K. Rool supersoldier was about to get started!

Scoff hadn't changed a bit—he still wanted his bananas. Diddy noticed that the banana counter on the wooden door said 250 bananas were needed to enter. At the moment, Diddy had 99 bananas, so he fed them to Scoff. Knowing where he could find more bananas, Diddy returned to the nearby Tag Barrel, allowing Tiny to come out.

Tiny Kong's banana stash was stocked, so she could feed 99 more bananas to the bloated blue Scoff. Not enough! They needed a third member of the crew to help out. So Tiny returned to the Tag Barrel and beckoned Lanky, who had collected 100 bananas.

So it was Lanky who fed Scoff the final bananas that unlocked the door to the next contest. The orangutan was soon to face his enemy.

Just as his pals had done before him, Lanky passed fearfully through the door. Then something unexpected happened—magically, he was transported outside! Lanky found himself riding in a close-fitting little motorboat on the surface of the watery area. It was nighttime, it was raining, and there was a beautiful full moon hanging in the sky.



The Kongs find an underwater portal. This time, it's Lanky who gets to battle K. Rool's soldier.

From out of the darkness, Lanky heard a deafening roar. He couldn't see a thing! Where was that sound coming from? Lanky started to get nervous. He noticed a searchlight on the front of his little boat, so he switched it on . . . and there it was—the most humongous, meanest, scariest creature he had ever seen. It had huge, bulging eyes and fearsomely sharp spikes all around its head.

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Look out! The creature started shooting fireballs at Lanky. Quickly turning on his boat's engine, the frightened orangutan drove in circles around the cavern, hoping to avoid the enemy's attacks. Red-and-yellow DK targets appeared, and he kept steering right through them.

When he drove through these targets, an electrode—like a little diamond on a stick—popped out of the water. Then another one appeared, and another. Then they all moved together and surrounded the creature, and a harsh green electrical beam shot out, attacking the monster and taking away its force. Lanky kept driving his boat through the DK targets, knowing this was his only chance to win and get another special key for K. Lumsy.

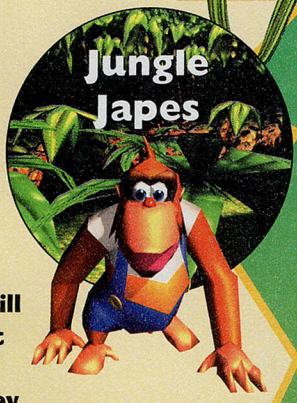
Fireballs from the enemy creature were flying everywhere, but Lanky was brave and determined.

Fireballs from the enemy creature were flying everywhere, but Lanky was brave and determined. Pushing his boat faster and faster, he avoided all the attacks. It was a long and exhausting fight, but Lanky eventually won the key! When it was over, he wasted no time getting out of Gloomy Galleon fast. Returning to the cage where K. Lumsy was still a prisoner, Lanky inserted his key into the #4 lock. K. Lumsy wasn't free yet, but the DK crew was making progress for sure!

Lanky then headed for the main Bananaport on DK Island, letting his friend Chunky out to roam the area.

DK Island

Chunky needed a total of five golden bananas from each area, and DK Island was one place this Kong hadn't yet been to. He made pretty quick work of it—before long he had gathered some golden bananas into his long arms, letting Lanky back out of the Tag Barrel.



Lanky headed off to Jungle Japes in search of the golden bananas he needed there. The other Kongs searched this area, as well, and eventually each of them located their five golden bananas. DK and Diddy didn't have much to do here, so the other Kongs did most of the exploring. Yes, there were still many new places to go, but Donkey Kong decided it was best for his crew to search in the areas he'd already been to, and collect the golden bananas they still needed. After every Kong had visited DK Island and Jungle Japes, they all continued to Angry Aztec to finish their banana business there.

Helped by their leader's knowledge and experience in these areas, the Kongs found the going a little easier. By looking for special pads and switches with their own pictures, or with pictures of their favorite fruits, each member of the crew managed to unlock areas where only they could travel. They were growing into a tough and together team!

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CHAPTER 6

Fungi Forest and Crystal Cave

DK64

During this quest, Chunky came across a hut with a sign that said "Snide's H.Q." Snide the weasel once worked for King K. Rool, but now he had no loyalties to anyone. Neither Chunky nor any of the other Kongs trusted Snide very much, but they were happy to take whatever help he offered.

Chunky walked into Snide's hut and found the weasel dressed in a flashy blue suit. "Did you know K. Rool's been working on his Blast-O-Matic machine and intends to destroy your island?" Snide asked Chunky. "I was the chief technician on the program, but that double-crossing lizard kicked me off his team because he didn't trust me. I'll try to help you stop K. Rool's machine, but you'll need to find me some of my original blueprints. I believe they were given to some of the king's toughest cronies, so be careful. For every blueprint you find, I'll give you one of those golden bananas K. Rool stole from your hoard. No blueprints, no bananas. That's the deal, Kong."

Chunky meets Snide, who is very interested in the pieces of blueprints the Kongs have found.

Blast-O-Matic? Destroy their homeland? This was not good. Chunky recalled that he and his pals had found some fragments of blueprints during their quest, but no one had known what they were for. Now Chunky was glad they'd held on to them! He eagerly handed them to Snide in return for the golden bananas.

Chunky couldn't wait to tell the gang about what he'd learned and the trade he'd just made, so he scooted out of Snide's hut and returned to a Tag Barrel. Before too long, Donkey Kong was leading the way into a totally new area, called Fungi Forest.

DK decided he, too, should pay a visit to Snide's H.Q. with some of the blueprint fragments. Once he found Snide's hut in the forest, he made the exchange and continued on his way.

Looking around, DK noticed lots of green trees and bushes, colorful mushrooms, and beautiful flowers under the lovely blue sky. Exploring this area would give the lead Kong and his friends a chance to get some fresh air and sunshine.

On the outskirts of the area, DK discovered a series of caves. He decided to enter the purple cave first. Walking along the grassy path, DK picked up bananas. He also stocked up on coconuts by grabbing the supply crates he found on the ground.

After dealing with a few Kremlings, Donkey Kong found Cranky's Lab and went inside, hoping for another potion from the honorable old Professor. He wasn't disappointed—when he drank down Cranky's latest brew, DK learned the Super Simian Slam, a powerful new punching move.

Soon DK came across a building. Inside was a fenced area containing three levers. There was a cage, too, which he unlocked with a switch hidden on the ground. Then he grabbed the middle lever and pulled it with both hands. Nothing happened. He walked over to the lever on the left and pulled it. Nothing.

Next he tried tugging the switch on the right. Still nothing! Hmmm . . . did he remember to try the middle one? Just in case he'd missed it, he yanked it down again. Ah, now something was happening. A nearby conveyor belt started moving, and on it was a golden banana.

Finding this golden banana was pretty exciting! It was time to let the other Kongs have a go. So Diddy, Lanky, and Tiny too, visited Snide and exchanged blueprint pieces for golden bananas. Finally, it was time to let Chunky loose in the Fungi Forest area.

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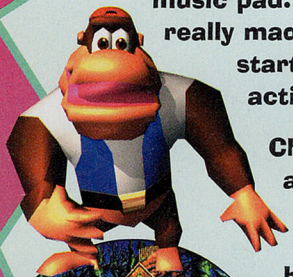
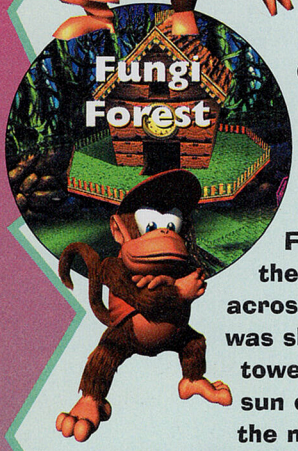
Off Chunky went, collecting green bananas and coins. He also smashed some wooden cartons that he found along the way. By breaking open one carton in a barnlike building, Chunky found a music pad. He stepped on it and played his triangle. This really made stuff happen! A mill on a nearby riverbank started operating. And a conveyor belt rumbled into action—it was connected to a crushing machine.



Chunky, muscles bulging, began picking up barrels and placing them on the conveyor belt. One at a time, the crushing machine destroyed the barrels, squashing them into pancakes. After the third barrel was crushed, a golden banana appeared for Chunky to grab.



Fungi Forest was beautiful, and the Kongs enjoyed their travels. It was young Diddy who eventually came across the clock tower. By stepping into a cannon, Diddy was shot—whoosh!—directly onto a platform next to the tower's clock face. There were two switches, one with a sun on it, the other with a moon. Diddy took a shot at the moon switch, and suddenly it became nighttime. Now what? Was his search over now that it was dark?

Diddy explores the clock tower.

Wait, there was a light! Squawk the green bird was flying overhead carrying a searchlight that lit up Diddy's path very nicely. Searching through the unlit buildings, with the help of

Squawk's searchlight, Diddy discovered a golden banana and got a snapshot of a banana fairy.

There was plenty to do here in Fungi Forest. The DK crew found lots of grassy paths to follow, caves to explore, hidden passageways to investigate, and of course, heaps and heaps of bananas to collect.

At one point, Tiny Kong managed to get herself into a pile of trouble while she was exploring in her miniature form. She came across three baby spiders crawling along their spider web. The little critters seemed perfectly harmless, so Tiny hung around for a while.

Mom Spider was big and blue and in a very unfriendly mood.

What she didn't expect, though, was for the spiders' mother to come home! Mom Spider was big and blue and in a very unfriendly mood. Eeeyow! The mother spider began spitting fireballs and hurling all kinds of other missiles at innocent little Tiny. To protect herself, Tiny pulled out her Feather Bow and aimed for the mean mother spider's eye. After several direct hits, the creature fell off her web, and Tiny earned a golden banana for her victory.

Tiny battles a giant mother spider.

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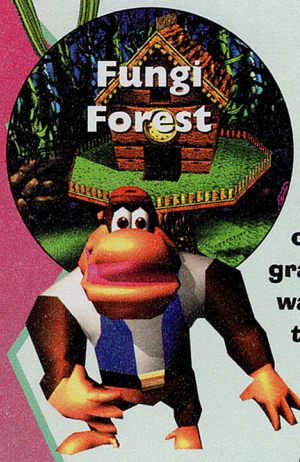

Later on, Chunky Kong explored an old mine and decided to take a ride in a mine cart. Little did he know that the ride would really take off! As the cart sped bumpily along its track, Chunky began grabbing special coins. But so many things got in his way—tree trunks, stones, and TNT barrels blocked the cart's path, and Chunky had to steer very carefully in order to remain safe. He did pretty well grabbing those coins: over 50! When the cart finally stopped at the end of the track, big Chunky collected another golden banana.

Leaving the mine, Chunky noticed an Armory, so he went inside to check in with Funky Kong. Funky offered a really great deal: For five coins, he would upgrade each Kong's weapon so it could use special Homing Ammo. This new ammo would automatically zero in on the target it was fired at! Chunky eagerly purchased it.

Later, as Chunky was exploring outside near the clock tower area, he found a giant green apple. Living inside the apple was a cute little worm. "Oh, what a relief. I don't like it here anymore. It's always raining. Take me to a nice, sunny spot somewhere else and a golden banana will be yours," said the worm.

Chunky helps his new friend by carrying the giant apple to a new location.

The cheerful Chunky was happy to help. With his strong arms, he lifted up the huge apple and walked toward a better

location near the blue cave. "Careful now Chunky! I don't want any bruises," said the worm. "Wow! Nice area. I could definitely get to like it here." He thanked his new Kong friend with a golden banana. Chunky, like all the other DK crew, loved making new friends.

Hey, who's that handsome ape? Chunky saw a giant picture of himself hanging against a wall, like a big billboard. The picture suddenly started to scramble apart into nine different sections. Using his Pineapple Launcher, Chunky had to shoot at these sections one at a time and hit them in order to turn them back into a picture. It was like working with a very weird jigsaw puzzle! But he eventually solved the puzzle and was rewarded with another golden banana.

When it was Diddy's turn to explore Fungi Forest again, he met a friendly owl who convinced him to do a little flying using his jetbarrels. Diddy took to the air, following the owl, flying through the red-and-yellow rings the owl left behind. Diddy was more experienced now. He knew he had to keep feeding lots of crystal coconuts into the jetbarrels so he could stay up in the air. Pretty soon, the young ape won his golden banana.

It was Tiny who eventually stumbled across the Troff 'n' Scoff portal. When she passed through this magical doorway, there they were—the now familiar pink and blue hippos. This time, they were demanding 300 bananas to gain entry through their guarded wooden door.

The little girl-Kong fed Scoff all of her bananas, but as usual, it wasn't enough. She returned to the nearby Tag Barrel and convinced her pal Lanky to share his bananas with Scoff. It still wasn't enough to satisfy Scoff's appetite, though, so Lanky climbed back into the Tag Barrel and sent Chunky out in search of more bananas.

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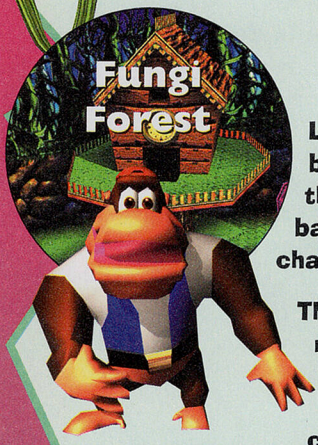


Luckily, big ol' Chunky had a big ol' bunch of bananas! Scoff finally got full and let Chunky pass through the wooden door. It was time for another battle with one of K. Rool's goons, and another chance to win another key for K. Lumsy's cage.

The door opened . . . Standing alone in the cold, murky darkness, Chunky started to shiver. He might be big and strong, yes, but right now he was chilly and frightened. From behind him, the creature approached. It was Dogadon once again! He was really big, and bright, bright red. Growing more and more frightened, Chunky dropped to his knees and started begging for freedom. Ha! No way! The dragon-like Dogadon showed no sympathy. Out of his mouth flew fireballs, aimed directly at Chunky.

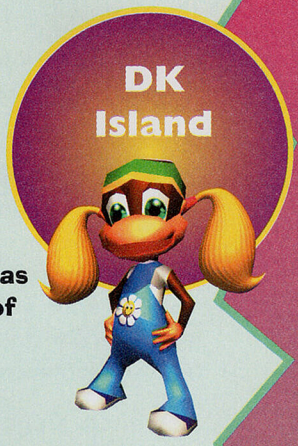
Chunky panicked—all he could do was run around and around, trying to stay safe. Suddenly, in the center of the room, he noticed some TNT barrels. Maybe this was the answer! He put his muscles to work and began lifting up one barrel at a time and throwing it at Dogadon. Got him! Got him again! The creature was getting weaker.

Chunky's strength and power are growing—those potions of Cranky's have definitely paid off!

When a special barrel with Chunky's picture on it appeared, he leaped into it eagerly. Out he came a few seconds later, much bigger and stronger than ever before. With power-packed fists, Chunky punched away at the enemy creature's face

until Dogadon fell down, down, down into a pool of boiling lava. It was over! For outsmarting this fire-breathing Dogadon, Chunky received another of the keys needed to set K. Lumsy free.

After this difficult battle, Chunky needed to cool down, so he hopped into a Tag Barrel. Giving Tiny Kong the key he had won, Chunky asked her to deliver it to K. Lumsy's cage.



Tiny left Fungi Forest and made her way back toward DK Island, to where K. Lumsy was still held captive. She pushed the key into the #5 lock on the cage. There, that was done. She left the area and found a Bananaport. Stepping on the #2 pad, she was transported to a new cave area containing dozens of dark-blue and silver crystals. This must be the path leading to Crystal Cave!

In all directions, Tiny could see sparkling crystals. They were beautiful, but they were a nuisance. Some of them were blocking her path into the cave, and Tiny's feisty attitude didn't make her strong enough to move or smash the crystals. So she jumped into a nearby Tag Barrel and summoned her pal Chunky. Smashing objects was something Chunky was very good at!

Chunky to the rescue! Around the crystal-filled cavern he ran, smashing open several tunnel areas that had been blocked. When the paths were clear, he returned to the Tag Barrel, allowing Diddy to continue exploring the cavern.

Using his jetbarrels, Diddy zoomed upward, and near the roof of the cave he found a ledge with a music pad. Hoping for another golden banana, he stood on the pad

and played his guitar, and was soon rewarded with his prize. Look—there was a red-and-yellow DK portal at the top of a stone ramp. Diddy ran toward it.

"Those stubborn apes don't know when they're beat. But even they will have to admit defeat after they've tangled with my fiery little pet. Nothing can stop me now. Their island is doomed," yelled the king.

On his ship, a certain wicked king was getting angrier and angrier. Those incompetent minions were next to worthless! But he had more tricks up his sleeve. "Those stubborn apes don't know when they're beat. But even they will have to admit defeat after they've tangled with my fiery little pet. Nothing can stop me now. Their island is doomed," yelled the king as he paced back and forth in his throne room.

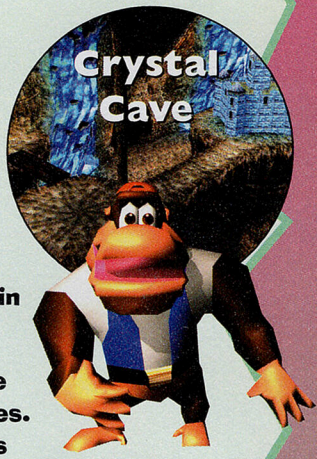
Just then, Dogadon the dragon came stumbling back to K. Rool, hoping the revengeful king wouldn't punish him too severely for his loss against Chunky. "Ah, there you are. I trust the Kongs have been dealt with?" demanded K. Rool.

"Oh. It was awful, master. Those horrible Kongs threw nasty barrels at me that went bang. Knocked me into the lava, they did, and I've singed both my wings. Then, one of them got really big and punched me in the face. Look at my poor old nose. I want to go and lie down now. I'm not feeling at all well," cried Dogadon.

Dogadon pleads for mercy after admitting that he failed to destroy Chunky Kong.

K. Rool was mad . . . really mad . . . super-duper mad! Another disaster! Another failure! But it wasn't over yet—the Blast-O-Matic was still under construction. King K. Rool knew it wouldn't be much longer before he could unleash his mighty weapon against the Kongs.

As the king was screaming furiously at Dogadon, DK's nephew, Diddy, was still exploring Crystal Cave. He had passed through the DK portal to enter the cave area, and was again facing a lot of blocked tunnel entrances. Back to the Tag Barrel he went, looking for his big buddy Chunky to help smash apart the crystals that were in the way.



Just as they had done so many times before, DK, Diddy, Tiny, Lanky, and Chunky took turns exploring Crystal Cave. Each of them needed to locate and grab five golden bananas by solving puzzles, searching various areas, and participating in games and races. It was a busy time for the crew.

By visiting Cranky's Lab, they were able to purchase more potions that taught them new and better moves. These advanced potions cost more, too—seven coins each. Lanky, for example, mastered the Orangstand Sprint, which allowed him to run at lightning-fast speeds. Chunky discovered the Gorilla Gone maneuver, which made him temporarily invisible. And little Tiny learned about the MonkeyPort, a new way to get transported to other areas. These were all great skills!

And when it came to improving their weapons, Funky Kong really came through. When the DK crew visited Funky at his Armory, he sold them Ammo Belt #2, which held 200 rounds of ammunition instead of just 100. This would come in handy when the Kongs were faced with Kremlings that were even bigger, stronger, and meaner than before.

All over the Crystal Cave area were little igloos. To get into them, each Kong needed to find a special pad, stand on it, and then play their musical instrument. In some of these igloos were golden bananas. In others were banana fairies and activities that kept the Kongs occupied.

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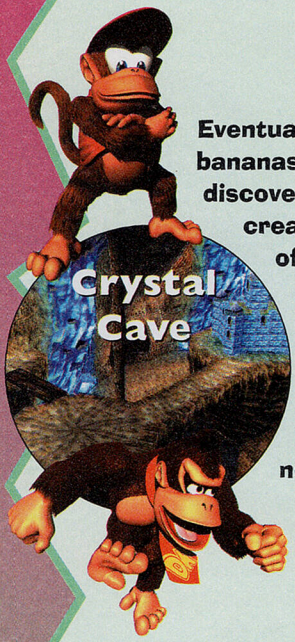
Dropping by Candy's Music Shop also proved useful for DK crew. By paying seven coins each, the Kongs were able to upgrade their musical instruments, which made them more powerful against the enemy.

All of these developments were important. As the Kongs continued to fight K. Rool's army of Kremlings and cronies, they'd need every advantage they could get—especially if they were going to destroy the Blast-O-Matic before the evil king had a chance to use it!



Eventually, DK and the crew collected all the golden bananas they needed from Crystal Cave, and Diddy discovered the Troff 'n' Scoff portal. This time, the greedy creatures demanded a whopping 350 bananas to let one of the Kongs pass through the guarded wooden door.

The Kongs didn't have much of a choice. They had promised to help free K. Lumsy, and they weren't about to give up now, so Diddy started off by feeding Scoff all his bananas. Then one by one, DK and Chunky, and then Lanky, came out of the nearby Tag Barrel to feed Scoff. Finally, he was satisfied.

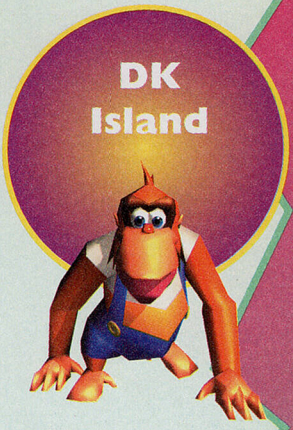
Although Lanky's 50 bananas were the last to go into Scoff's hungry mouth, it was Donkey Kong who was invited to pass and battle against K. Rool's soldier. Much to DK's surprise, Army Dillo was back!

Once again our hero had to dodge this creature's fireball attacks, trying to beat it down by tossing TNT barrels at the armadillo's heavily armored head. But this time, in addition to the two cannons built onto the sides of his shell, there was also a mega-cannon on Army Dillo's back. What a lot of firepower! The mega-cannon shot missiles that homed in on poor DK and chased him around. He needed to run extra fast in order to avoid getting blown up.

Finally the TNT barrels took effect, and Army Dillo became so weak, he collapsed. DK ran quickly up and took the precious key he needed. Weary to the bone, DK found a Tag Barrel, jumped in, and handed the key to Lanky for delivery to K. Lumsy's cage. This key was for lock #6!

As long as he was in the area, Lanky took a look around K. Lumsy's cage. He found a hidden golden banana, as well as a Banana Bunch coin.

The next stop for the Kongs was Creepy Castle, where they would meet some of the strangest creatures ever!



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CHAPTER 7

Fighting Spirits in Creepy Castle

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Donkey Kong and his crew had six keys now for K. Lumsy's cage. They were really packing some heat, too, with many powerful maneuvers, cool upgraded weapons, and plenty of experience. As they made their way toward Creepy Castle, they picked up more of the valuable blueprint pieces from K. Rool's defeated minions, who were dressed in blue uniforms.

Their success was not unnoticed—Kasplat, one of K. Rool's henchmen, was dismayed when he discovered what the Kongs were up to. He knew he'd be held responsible! Instead of having to face the wrath of his ruler, Kasplat decided he'd try to escape from K. Rool's hideout. "I must get out of here before fatso discovers that the Kongs are recovering blueprints to his stupid machine," thought Kasplat, as he planned his breakaway from the ship.

But the king was a strict and powerful ruler and always kept tabs on his followers. He spotted Kasplat's feeble attempt to get away. "Fatso, is it? I'd choose your last words more carefully if I were you," said K. Rool furiously.

To avoid punishment from his leader, Kasplat tries to escape.

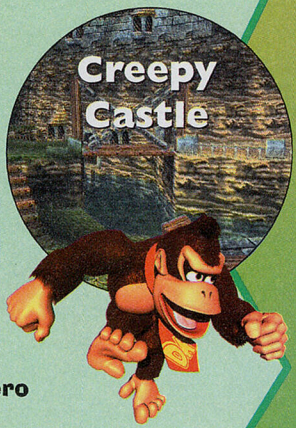
Kasplat looked around, but he didn't see his angry ruler lurking over him. "What's that? Who's there?" he cried as he tried to make his way off the ship. "Nearly there . . . I'm almost safe!" Unfortunately for Kasplat, he was wrong.

"I think not!" shouted King K. Rool, as he ordered one of his soldiers to stop Kasplat in his tracks. Kasplat was really in trouble now!

Meanwhile, the Kongs were worried about their island home. They were still collecting blueprint pieces to give to Snide. Hopefully he'd be able to put all the scraps together and help them destroy the Blast-O-Matic.

According to rumors, the castle was haunted.

While K. Rool was occupied with Kasplat, Donkey Kong passed through another DK portal and entered into a new world called Creepy Castle. This was a dark and miserable place, and it was raining. According to rumors, the castle was haunted.



DK noticed a small wooden bridge ahead of him, so he crossed it, and climbed up a small stone staircase. When he stepped on a pad with his picture on it, up he went into the sky like a rocket.

In and out, he bounced through the maze of cannon barrels until he finally reached a red-and-yellow DK target. Back on ground level, when he was transported back to the pad with his picture on it, our hero watched as a door in a large tree trunk opened up, revealing a new area to explore.

DK crosses a bridge near the entrance of Creepy Castle. Could this place really be haunted?

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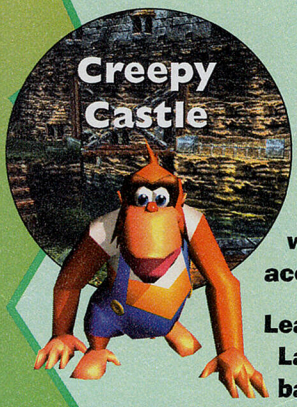
The Kong leader explored his surroundings outside the ominous castle, walking around in the pouring rain. He had to hop across moving platforms, climb stairs, and follow some grassy pathways. Along the way, DK encountered several weird creatures, the likes of which he hadn't seen before. What were those silvery-blue skeleton things? DK decided to play it safe—instead of trying to fight the skeletons, he passed them by in order to save his strength for more important battles later on.

A great door led into the castle itself, which looked very old and worn down. Just inside was a Tag Barrel. DK jumped in, allowing Lanky to pop out to explore Creepy Castle. The orangutan could see it was a pretty scary place filled with flying bats and spider webs. What would he find here?



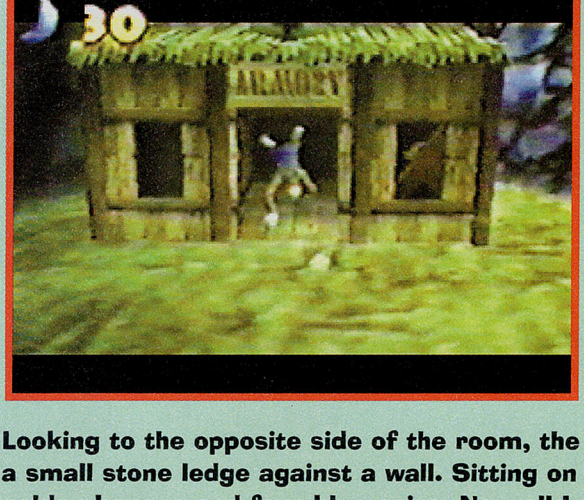
Well, there was something familiar! It was an Armory, with Funky Kong inside, excited to show off a new gadget. For seven coins, the Kongs could add a Sniper module to their special weapons. It would allow them to shoot more accurately at far-away targets. Awesome!

Leaving the Armory with the new Sniper gadget, Lanky continued his journey, collecting coins and bananas as always, and picking up supply crates along the way. When he came across a switch on a stone wall, he reached out and pushed it with his hand. Rising up in the center of the room, a stone pillar marked the secret entrance to an underground cavern.

Lanky saw a music pad near the entrance, so his long arms pulled out the trombone. Whaa, waa, wahhhhhhhh, he played—what a performance!

On the wall in this cavern was a grape switch. Out came Lanky's Grape Shooter. Bam! He hit the switch and watched a metal gate open up. Lanky could now see the way into the inner sanctum of Creepy Castle. He wandered into a room with a

bubbling pool of yucky green slime—ick! Lanky saw a music pad near the entrance, so his long arms pulled out the trombone. Whaa, waa, wahhhhhhhh, he played—what a performance!



Lanky approaches the Armory. Inside the Armory, his pal Funky is waiting.

Looking to the opposite side of the room, the orangutan spotted a small stone ledge against a wall. Sitting on this ledge was a golden banana and four blue coins. Now all Lanky needed to do was figure out how to get across that nasty, green slime pool. Aha—it turned out to be a relatively simple task as a row of vines came down from the ceiling. Lanky promptly swung from vine to vine to reach the goodies on the ledge.

By swinging on vines over a pool of green slime, Lanky reaches the goodies on the ledge.

Taking to the vines again, Lanky retraced his path to the exit. But now the path was blocked by a heavy metal gate. He looked carefully and found another grape switch. Out came the Grape Shooter again, and the gate opened.

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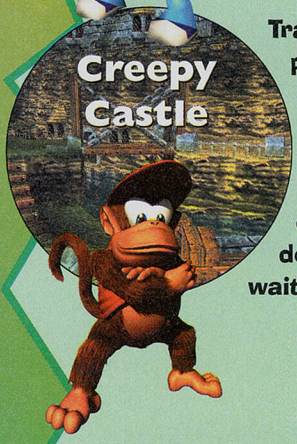
Through the gate now, Lanky jumped (a little wearily) into the nearby barrel with his picture on it. What happened next really surprised him—suddenly he found he could run super fast! Making his way up a series of small ramps and through several corridors, he scooted through a wooden exit door that took him outside the castle.

A murky fog surrounded him, but Lanky was able to find a Tag Barrel and jump in. This was one of the few Tag Barrels in the area, so the Kongs would return here often while visiting Creepy Castle. Now it was Tiny's turn to continue the Kongs' quest.



Traveling through a series of gloomy caverns, the pony-tailed Kong eventually came across a stone tower. There was a switch on the tower, and a feather on the switch, so she knew what to do. Her Feather Bow hit its mark, and a hidden doorway to the tower was revealed. Peering into this dimly lit entrance, Tiny could see a narrow staircase leading downward, deep into the ground. But it would have to wait—it was Diddy's turn to explore.

When Diddy dropped out of the Tag Barrel he spotted one of K. Rool's soldiers, dressed in a blue uniform. These blue-suited soldiers were the ones carrying pieces of the Blast-O-Matic blueprints—Snide had told the Kongs about them. So Diddy wasted no time beating up the solider and grabbing another valuable fragment of the blueprint. He tucked it safely away for a later trade with Snide, in exchange for a golden banana. Maybe Snide would also give him some useful information that would help the DK crew destroy the king's deadly machine.

Walking around the Creepy Castle area, DK's nephew soon found what looked like an immense stone skull. To its left was a switch on the wall. Kapow! The Peanut Popgun hit the switch dead center, and a passageway into the skull structure appeared. Diddy walked in, trying to feel brave!

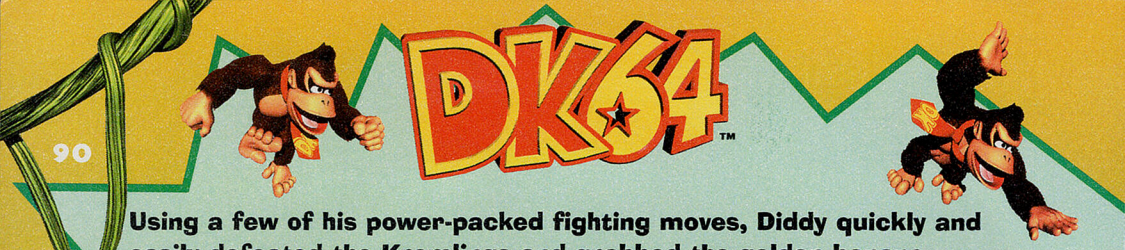
Through many corridors and down a whole bunch of ramps, Diddy passed a handful of Kremlings. All of a sudden, his trek through the castle area came to a dead end. The young ape looked upward—there was another switch near the ceiling. He fired his weapon again, hoping to find a way out. He was in luck! A doorway opened, revealing another new room for Diddy to explore.

There wasn't much inside this room except a square platform made of stone. On the sides of the platform were four switches, each marked with a number. They weren't in any particular numerical order, so it seemed like a good idea to start at the beginning. Running quickly around the platform, he slammed against switch #1, then #2 and #3. As soon as the #4 switch was activated, the top of the stone platform started to rise! It was hollow, and inside was a golden banana, sparkling brightly, waiting to be grabbed and added to Diddy's collection.

For good measure, the young Kong smashed into the #4 switch a second time before grabbing the special banana. An exit door unlocked, so Diddy headed for it—and stopped in his tracks. Coming toward him were ghosts! The castle really was haunted!

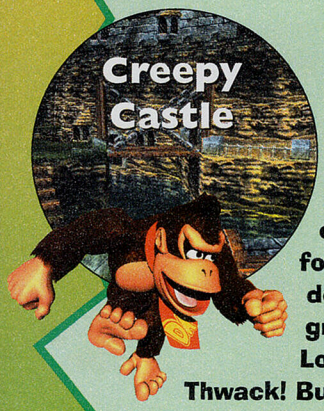
Were these really ghosts? Or Kremlings dressed up like ghosts?

At first Diddy was frightened, but when he looked down at the ghosts' feet he noticed they were green. Hmmm . . . they also had green tails! These weren't really spirits at all—they were ordinary Kremlings dressed up to look like ghosts . . . not too scary at all! But the Kremlings were angry under their disguises, and they attacked.



Using a few of his power-packed fighting moves, Diddy quickly and easily defeated the Kremlings and grabbed the golden banana before he exited the room. He stepped on a #1 Bananaport pad and away he went.

Back at the same Tag Barrel as before, Diddy sent his Uncle DK out to roam this not-so-haunted castle.



Avoiding the Kremlings and other creatures he encountered, DK made his way toward the giant skull and fired his Coconut Shooter at a switch on the wall. The entrance opened for him, and he followed the ramps and corridors until he reached a dead end. There was a #2 Bananaport pad on the ground and a bunch of bananas floating above it. Looking up, DK spotted another coconut switch. Thwack! Bull's-eye!

Behind the open doorway was a medium-size room containing six levers on the floor and a wooden door. It was locked. Facing it, he started working on the levers. First he pulled the lever closest to the door on the left, and then the one closest to the locked door on the right.

Pulling these levers required all of Donkey Kong's strength. But even giving them a mighty tug with both hands didn't work. DK then tried the lever closest to the entrance on the left. Finally, the door opened, allowing him to pass through.

A mine track! Diddy and Chunky had both told DK about their wild rides in mining carts. The big ape squeezed himself into the little mine cart, ready for a fast-paced ride. Just as the cart started to move, his pal Squawk appeared and reminded DK to collect 25 coins during his ride.

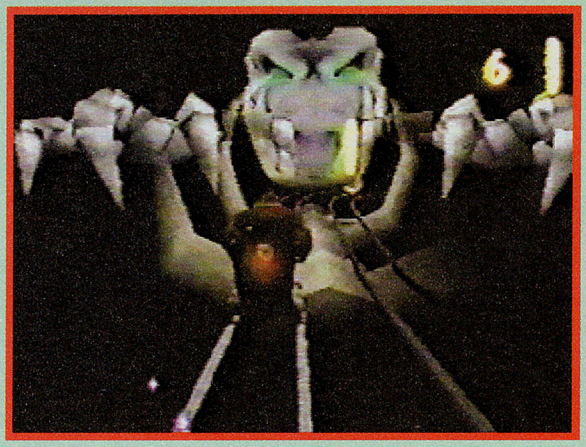
Following his cart was a giant ghost with long sharp claws and big scary eyes!

As the cart started rolling, DK quickly realized this was no ordinary mine shaft! It really was haunted! Following his cart

was a giant ghost with long sharp claws and big scary eyes! That wasn't the only threat—DK had to steer the cart away from a bunch of gravestones lying dangerously in his path. To keep himself from harm, the Kong leader had to make his cart jump between two, and sometimes three, different tracks running parallel to each other.

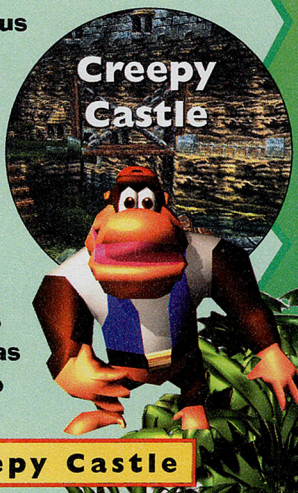
This place was scary! The cart raced forward. It took DK's fast reflexes and all of his concentration to keep the wagon on course. After several thrilling minutes, the Kong began to worry that he was trapped in an endless maze. Since it was dark, DK couldn't see too far ahead, so it was impossible to tell if this ride would ever end.

Finally the mine cart began to slow down. His ride was over! Waiting for him when the cart came to a halt was Squawk, who was flying around a golden banana that DK was all too happy to grab.



This big ghost is real! It's a truly haunting experience that DK won't soon forget!

DK is the bravest of the Kongs, but after this perilous ride through the haunted mine shaft, he definitely needed to chill out. Nasty ghosts are enough to scare anyone, even Donkey Kong! He made his way gratefully back to the Tag Barrel.



Next it was Chunky's turn to collect golden bananas in Creepy Castle and its surroundings. This place was certainly turning out to be weird. Diddy had run into

Kremlings disguised as ghosts, and DK had been chased by a honest-to-goodness ghost. Chunky wondered what was in store for him!

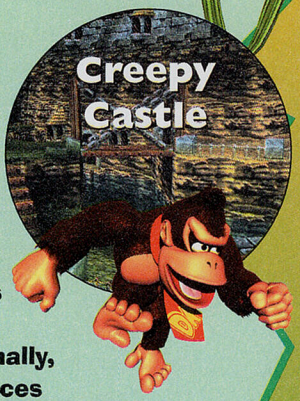
At the giant skull, the ape shot yet another switch on the nearby wall. When he encountered a dead end after following a corridor, he shot the switch near the ceiling to open up a locked doorway. Climbing up to a stone platform in the next room, Chunky began pounding on it with his entire body and all his strength. Four Kremlings, including two in ghost suits, suddenly attacked.

Chunky's huge fists went to work on these enemies and took care of them quite well. He then started to check out the small wooden doors located along the outer walls surrounding the room. Smash-crack-crunch! Behind these doors, the strongest of the Kongs found plenty of loot: coins, bananas, and a special barrel. When he climbed into this barrel, he was transported to an area called Searchlight Seek. Here, he was given 60 seconds to shoot as many Klaptraps as he could with melons. For hitting 10 of these hateful creatures, Chunky earned a golden banana.

Time passed, as each member of the Kong crew took turns exploring the Creepy Castle world. Tiny found Cranky's Lab and stopped in to buy another powerful potion. Cranky was still charging seven coins for his concoctions.

Tiny gulped down her drink and mastered another maneuver: the Super Duper Simian Slam. Then she left the lab for some more exploring outside the castle, including a long trek up a wooden pathway. After finding and earning her golden bananas, she would return to the Tag Barrel and send Lanky to continue the quest. Each Kong would have to take a turn to guarantee they got all of the bananas.

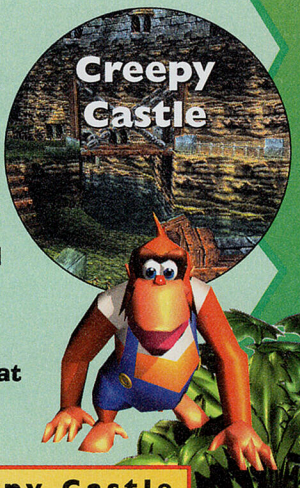
It had been a long journey for the DK crew so far. By now, they knew that finding five golden bananas in each new area was taking more and more time and getting harder and harder to do. But they were not about to give up now—one by one they met the challenges and overcame the obstacles put before them!



Much later on, the Kongs' leader took charge and continued the Creepy Castle search. While exploring a dungeon, DK came across a pretty sizable picture of himself on the floor of a small room. It was another scramble puzzle like the one Chunky found in the Fungi Forest! DK remembered Chunky's description of the other puzzle, and he started stomping on one section of the picture at a time. Finally, the Kong leader managed to reconstruct all nine pieces of the picture so that it again resembled his charming face. He earned another golden banana, too.

DK unscrambles the picture puzzle that resembles him.

The Creepy Castle area was vast, so it took a long time for the Kongs to explore it thoroughly. As always, they took turns to get the job done. After they'd finally gathered the five golden bananas that each Kong needed, Diddy used a #2 Bananaport pad and found the Troff 'n' Scoff portal.



When Diddy faced the two hippos again, they demanded 400 bananas to open the wooden door that they were so carefully guarding. 400! Diddy had no

choice, so the young Kong began feeding Scoff the bananas. He had to get help from his pals, since each of the Kongs could only collect 100 bananas at once. Eventually, the Kongs fed Scoff a total of 400 bananas. When Troff turned the key, a picture of Lanky appeared on the wooden door. It was Lanky's turn to fight.

Passing through the door, Lanky found himself outside in the rain. It was nighttime, but against the wall of the castle he could see the shadows of two Kremlings. It looked like they were building something. It was a giant statue of their leader—the dastardly K. Rool. Attached to the statue were laser guns. This was indeed a deadly weapon.

Lanky was standing on a circular stone platform, in the center of a square moat. Red laser beams were flying at him from above. He was in trouble, big time. On the platform were four cannons, pointing in different directions. It didn't take much figuring to see that getting shot from a cannon would be Lanky's only escape. How was he going to manage this?

He started running around the platform to avoid the incoming laser blasts, waiting for them to pause long enough for him to get into a cannon. If he could shoot himself from the cannon, directly at the K. Rool statue, he might be able to hit it head-on, and destroy the statue with his own body rolled up like a cannonball.

The determined ape tried again and again, but after each successful cannon blast he fell into the moat below and needed to swim back up toward the platform. Even this powerful swimmer was growing tired. To make the situation even more dangerous, there were spiked sea creatures lurking within the moat, that tried to attack the poor Kong while he was in the water.

Just when things started to look really bad, they got even worse! Kremlings, dressed as ghosts, started appearing on the platform in between the barrages of laser attacks. This was too much! As quickly as possible, Lanky needed to destroy the K. Rool statue and defeat the Kremlings, or he wouldn't survive. Standing still during this battle wasn't an option. If he could just keep moving, maybe he'd have a chance . . . .

Lanky chooses the best moment to shoot himself from one of the nearby barrel cannons.

The K. Rool statue finally broke apart into pieces. Lanky's reward was another of the keys needed to free K. Lumsy. When the orangutan arrived back at DK Island, he used a #1 Bananaport to reach K. Lumsy's cage and pushed the key into lock #7. K. Rool's former henchman was another step closer to freedom—only one more key was needed!

Now it was time for Donkey Kong's gang to face the ultimate test. They needed to sneak onto K. Rool's ship, defeat his soldiers and henchmen, destroy the Blast-O-Matic, and gain victory once and for all! Before the Kongs could proceed to K. Rool's ship, however, they needed a total of at least 100 golden bananas. Only then could they pass through the special portal with the wicked king's picture on it. This portal would transport the Kongs to the king's ship.

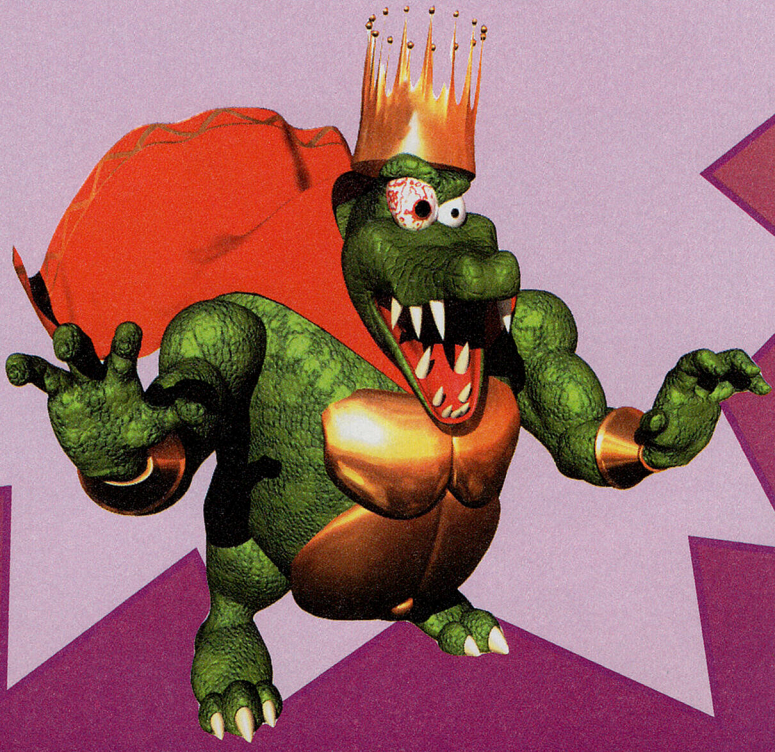
The Kongs had come a long way and achieved so much, but their ultimate battle was still ahead of them.

Could K. Rool and his powerful army be defeated? The Kongs had come a long way and achieved so much, but their ultimate battle was still ahead of them. Would Cranky Kong's potions and Funky's weapons be strong enough to overthrow the leadership? The battle to end all battles was about to begin. The Kongs would soon be face-to-face against their strongest, most destructive enemy!

DK64™

CHAPTER 8

The Kongs Save DK Island!



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Finally, it was time for their ultimate challenge. Every ounce of bravery in the DK crew would be needed. The fate of DK Island—their homeland and stronghold—was at stake! Only by working together as a perfect team did the Kongs have any hope of victory.

By this time, DK, Diddy, Tiny, Lanky, and Chunky had lots of experience in fighting off Kremlings and other monsters. But, there was no getting around the fact that they were completely outnumbered by the forces of King K. Rool. What's worse, they were worried about the deadly power of the Blast-O-Matic. Donkey Kong and his team would have to destroy the diabolical king, and his machine, in order to save DK Island.

Thanks to the wise old Cranky Kong, Funky's Armory, Candy Kong, and their other new friends, DK and his pals were well armed with fighting moves, weapons, and musical instruments. There certainly was no shortage of bravery among these heroic apes—but they still needed to proceed with the utmost of caution.

Knowing the Blast-O-Matic was somewhere on K. Rool's ship, the Kongs' first job was to get themselves in without being detected. Unfortunately, their attempts failed! In the middle of the night, as K. Rool and his minions slept, the Kongs started sneaking aboard—Oops! The ship had a high-tech alert system, and one of the Kongs tripped an alarm!

The Kongs have set off the ship's alarm system—King K. Rool knows they're on board!

Sirens and flashing lights woke up the king. Aha! Those blasted monkeys were here! He had been certain that DK and the crew would attempt to stop him. "It's the Kongs! Wake up you fools and activate the machine!" yelled K. Rool to his soldiers.

"Bbbbut it's not fully tested," one of his minions stuttered fearfully. "It might explode and destroy us all!"

The wicked king had no patience for this. He didn't want to hear any more excuses or waste any time thinking about the consequences of his hasty decisions. "Don't tell me what I can't do!" cried K. Rool. Everyone was begging him for a few more hours to put the finishing touches on the Blast-O-Matic.

"No! The time has come! Goodbye DK Island!" he shouted. The vengeful K. Rool ordered his weapon to be activated immediately. He wanted DK Island destroyed—right now!

Meanwhile, Snide, the king's former technician, was trying to slow things down. The Kongs had collected all 40 fragments of the blueprint for him, so Snide explained to the whole crew: "Here's the deal. The blueprints you found allowed me to block the Blast-O-Matic's firing sequence for 30 minutes. You must locate and deactivate the machine in the main cavern. Hurry, or you won't have the island to go back to!"

DK, Diddy, Tiny, Lanky, and Chunky had only 30 minutes to find and destroy the awful Blast-O-Matic weapon.

Now they really had their work cut out for them. Not only did K. Rool and his soldiers know that the Kongs were aboard the ship, but the clock was ticking away fast! DK, Diddy, Tiny, Lanky, and Chunky had only 30 minutes to find and destroy the awful Blast-O-Mastic weapon.

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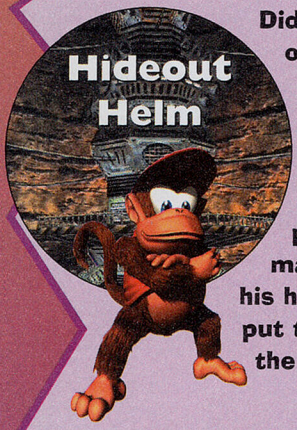
Making their way up from the bowels of K. Rool's ship, the Kongs took turns getting past all the obstacles in their way. Some switches and doorways could only be activated by certain members of the crew. So they had to decide quickly which Kong was best for the task, release that Kong from the Tag Barrel, and send him or her off to take care of the problem. The crew switched in and out of the Tag Barrel more often, and very quickly now, to get everything done. At this point, they were racing against the clock!

Some doors needed to be smashed open by Chunky's big fists. Some places could be reached only by Tiny after she'd used the Mini Monkey move to shrink down to her super-small size.

At one point, DK found himself in a room with a giant machine in it. Near the door was a lever that only he was able to pull. Looking up, he could see a series of bright red-and-yellow DK targets floating in the air. Someone would have to fly through these targets. That was a job for Diddy and his jetbarrel backpack.



Diddy's flight through the DK targets caused a bunch of small doors to unlock and open. Behind the doors were paths, blocked by metal gates. Now it was Chunky's turn again; he used his great muscles to smash through the gates.

But time was running out fast for the Kongs! To protect his prized Blast-O-Matic, K. Rool had built many booby traps and other dangerous hazards into his hideout. Each one of the crew's unique abilities was put to the test several times, taking more seconds off the clock.

Some of K. Rool's most powerful soldiers, like Army Dillo and Dogadon, were here, back at full strength. The Kongs were shot at with fireballs, lasers, and other missiles—countless times, they were almost crushed. Some of the soldiers even tried to drown them in boiling pools of lava. But Donkey Kong's brave crew persevered. By shutting down the power to the Blast-O-Matic, the Kongs could focus their full attention on defeating their arch enemy K. Rool!

Just before it was time to face their ultimate foe, Tiny took a quick side-trip out of the ship and returned to where the

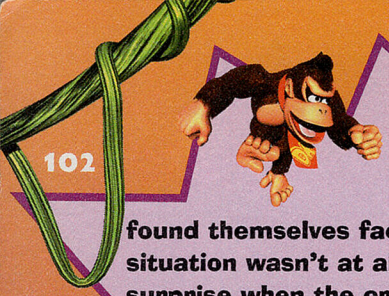
Kongs had first met the Banana Fairy. They had taken many pictures of her family, and the queen of the fairies was grateful to them. Thanks to DK and his pals, the fairies were no longer afraid, and they could return to their home. But before they did, the Banana Fairy rewarded Tiny with a very special golden banana.

For helping the fairies, Tiny gets one final, special golden banana as a thank-you gift.

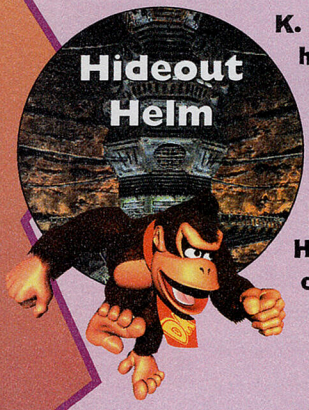
By defeating all of K. Rool's minions within Hideout Helm, the Kongs managed to stop K. Rool's Blast-O-Matic weapon. Knowing his plans were in trouble, K. Rool arranged for a final confrontation against DK and his pals. As he prepared for this last battle, K. Rool left the final key for K. Lumsy's cage behind! With this eighth and final key, the Kongs could finally free their friend. However, in order to reach this last key, Chunky needed both the Nintendo Coin and the Rareware Coin. It will also be necessary for the Kongs to photograph the last two banana fairies in one snap shot.

K. Lumsy had become a close friend and ally to the Kongs who had worked so hard to free him. He was holding one heck of a grudge against his former king, and there was no way he'd allow that spiteful old thing to destroy his new friends' homeland. How, exactly, he would foil K. Rool's plans was still anyone's guess. Only time would tell . . . .

Now that K. Lumsy was free, he was able to help the Kongs stop K. Rool from escaping Hideout Helm. By chasing K. Rool's Kremling-shaped ship, K. Lumsy forced the ship to crash, leaving a giant hole in the ground near the Bananaport pad marked with the number 3. Now it was DK's turn to take control of the situation, and he bravely jumped into the hole where K. Rool's ship crashed. The other followed, and the the Kongs suddenly

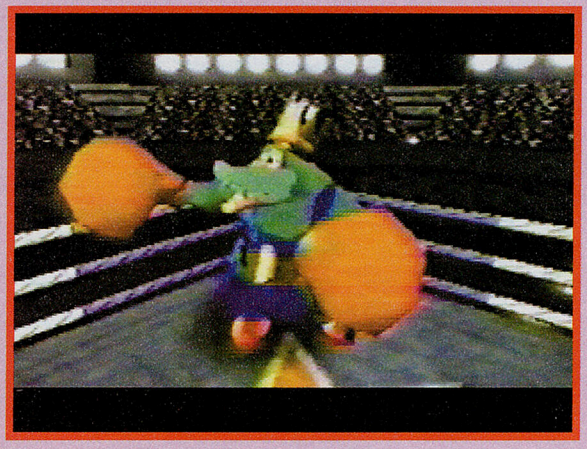


found themselves face-to-face with King K. Rool himself! But the situation wasn't at all what they were expecting. Imagine their surprise when the crew reached K. Rool's inner sanctum and found the infamous King of the Kremlings in a boxing ring!



K. Rool was waiting to fight them, surrounded by hundreds of spectators. In one corner of the ring was Donkey Kong, weighing in at a solid 800 pounds. An announcer introduced the leader of the Kongs. In the opposite corner, K. Rool was jumping around wearing extra-large, bright-red boxing gloves—and he was still wearing his golden crown! He didn't want anyone to forget that he was the King of Kremlings. What a sight!

During Round 1 of the fight, DK used the floating cannon barrels that surrounded the ring to blast K. Rool from all different directions. The cannons hit home, and the Kremling leader started to weaken.



K. Rool prepares to challenge DK and his friends in a very odd boxing match.

"Now, making his way into the ring, it's the champ of chimps . . . Diddy Kong!" shouted the announcer, as the bell rang for Round 2.

K. Rool was many times larger than Diddy, but size didn't matter in this case. DK's versatile young nephew was able to move much faster around the ring than his opponent. So instead of

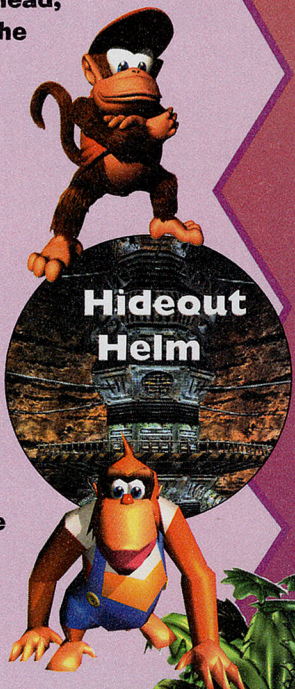
trying to catch Diddy, K. Rool kept tossing his boxing gloves, trying to knock the ape out cold.

Then, in the center of the ring, a special barrel appeared allowing Diddy to activate his jetbarrels. Now the young Kong was airborne! Up he flew, and shot at the stadium lights in the ceiling, 'til they dropped down on K. Rool's head. Ouch!

Diddy's jetbarrels fly him to the top of the arena, and he lets the stadium lights loose onto K. Rool's head.

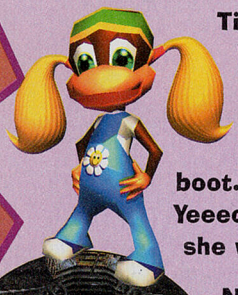
By the time four lights had slammed into K. Rool's head, the round was over and Diddy had won. From over the public address system, the announcer shouted, "He boasts the longest reach currently in the world today. Introducing Lanky Kong!"

Round 3 of this strange boxing match was about to begin. Now Lanky faced the king. Just as the round began, a series of switches took shape around the sides of the boxing ring. They were numbered #1 through #4. Running around the ring, the orangutan had to reach a long arm outside the ring and punch one button at a time, starting with #1. A music pad then appeared near a corner of the ring, and Lanky stepped quickly onto it. Playing his trombone as hard as he could, Lanky was pleased to see his musical attack pack a real wallop on K. Rool. The king was becoming weaker.

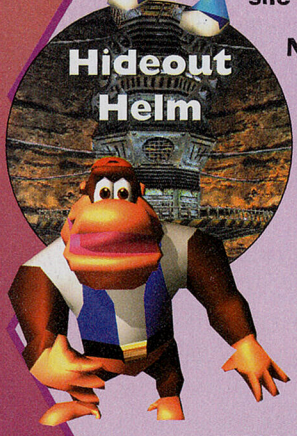


Lanky ran to the #2 switch and smacked it. Another music pad appeared. Again, Lanky's long arms pumped at the trombone as the crowd cheered. The orangutan repeated this strategy two more times until K. Rool couldn't take any more. Victory in Round 3 for Lanky!

K. Rool was tired and angry, but he hadn't been defeated yet. Now it was Tiny's turn to face the Kremling king in the boxing ring. The bell rang— Ding! Ding!—and little Tiny ran bravely toward the center of the ring.



Tiny tried her Super Duper Simian Slam move first. Within seconds, a special barrel appeared in the center of the ring. Tiny jumped into it, and shrank down to her miniature size. Running quickly to K. Rool's foot, she climbed through a small hole in his boot. The super-tiny ape began attacking K. Rool's toes! Yeeeouch! K. Rool could do little to stop Tiny's attacks— she was relentless. Round 4 came to an end.



Next, it was the colossal Chunky's turn to face K. Rool in the boxing ring. Everyone knew about Chunky's super strength, so the crowd went wild. Just because K. Rool was King of the Kremlings, didn't mean the Kremlings had to like him. Many of them were cheering for the Kongs!

As the bell rang for Round 5, the king started running crazily around the ring, bouncing off the ropes. All around the ring, special Chunky pads appeared on the floor. Chunky stepped on these pads one at a time and became invisible, allowing the powerful ape to move in extra close to K. Rool without being seen. Bam! Bam! Chunky's massive fists were punching the king's lights out!

When a special barrel appeared in the center of the ring, Chunky climbed in and came back out again— more muscular and stronger than ever before . . . and taller! He was now the

same size as K. Rool! Just one punch from the mighty Kong sent the wicked king flying across the ring in pain.

King K. Rool had been knocked to the ground. The boxing match was over! They had won! At least, that's what the Kongs thought. But wait—as Chunky was facing the noisy crowd, K. Rool managed to get up. Back on his feet, he was sneaking up behind Chunky to attack him.

Luckily, just then, the magnificent Candy Kong came strolling into the arena! All eyes turned to her. Even King K. Rool was distracted by Candy's beauty. As he gazed at her, another of the Kongs' friends sneaked into the room. It was Funky, who had come in through a door on the opposite side of the arena. And he was packing heat! It was a Rocket Launcher with a missile that looked like a big red boot.

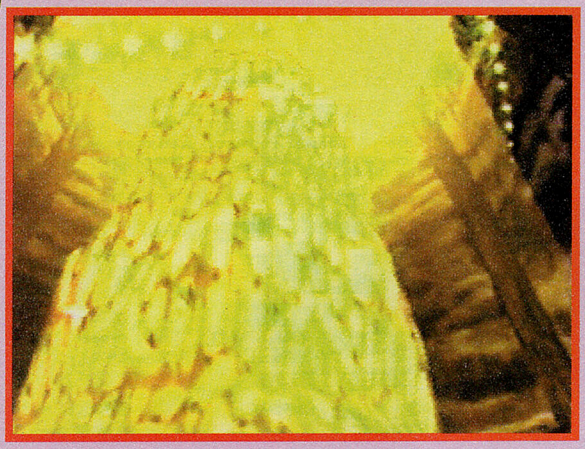
Funky fired the missile directly at K. Rool's rear end. Bingo! The king went flying out of the arena into the ocean, where he landed with a splash. Listening to all this commotion was K. Lumsy, free now, thanks to the help of the Kongs. When K. Lumsy spotted his former leader in the water, he decided to make sure that K. Rool would never bother anyone again. Into the ocean he went, heading straight for the king . . . . The problem was K. Lumsy was very clumsy.

Meanwhile, with K. Rool out of the way, the Kongs and their comrade, Snide, were able to begin putting the Blast-O-Matic out of commission, so it would never harm anyone or anything. DK Island was safe!

DK and his nephew Diddy, with Tiny, Lanky, Chunky, and many friends, returned to their home for a joyous victory celebration. The DK crew had saved their island and defeated King K. Rool! Even Cranky, who was always in a foul mood, joined in the gala event with a smile on his face. He was, after all, very proud of the Kongs and what they had accomplished—with his help, of course!

DK Island was safe!

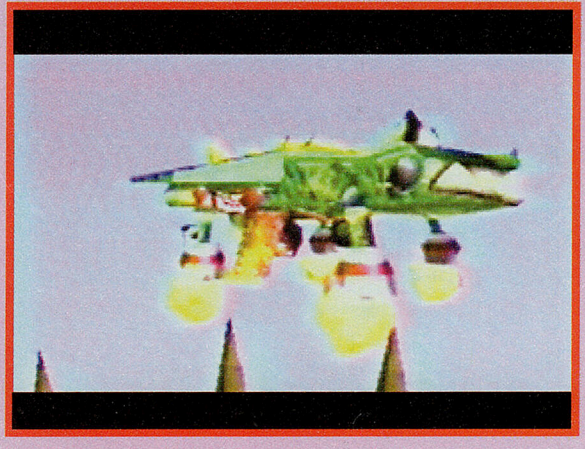
The happiest Kong by far, though, was Donkey Kong. By defeating K. Rool, DK had won back his entire hoard of bananas. He also had his best friends and family back, safe and sound. DK Island was once again a sunny and secure place to live.



DK's banana hoard is back, safe and sound.

But something was happening as DK Island celebrated . . . . Even though all of the Kremlings had been captured and vanquished, King K. Rool had somehow managed to escape! As K. Lumsy chased the king, he had clumsily tripped on a rock, giving K. Rool just a few seconds of leeway—but it was enough for the wicked king to fly away. Nobody knows what happened to K. Rool after that. But Donkey Kong and the other Kongs had a funny feeling that he'd someday return.

The Kongs would be ready!



K. Rool jumps into his Klaptrap-shaped escape ship and flies away.

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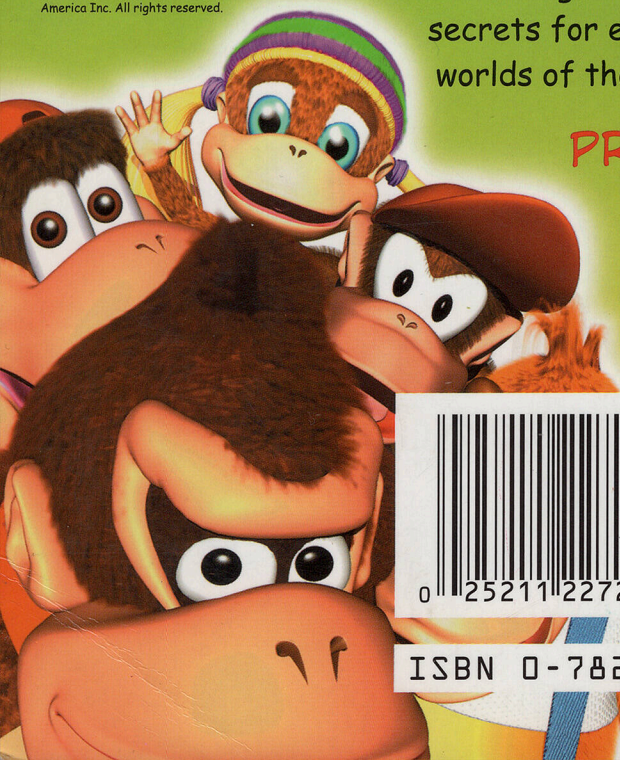

About the Author

Jason R. Rich (www.jasonrich.com) has written many books and articles about electronic games, including **Zelda Ocarina of Time™**, **Pokemon™**, and **Pokemon Snap™** in the **Pathways to Adventure** series.

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